

QUICKSTART **RULES AND ADVENTURE!**

ACHTUNG!

A MODIPHIUS
PUBLICATION

PREVIEW
ISSUE

Face the **BLACK SUN**
in this spine-tingling
World War II adventure!

A Quick Trip to
France

*Discover the evil
lurking in Saint Sulac!*

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What is Achtung! Cthulhu?

Growing up as a British kid on a diet of *Weird War* and *Sgt. Rock* comics fuelled a thousand 'weird' battles with my *Airfix* soldiers and tanks. It wasn't until I read H.P. Lovecraft's *At The Mountains of Madness* that things clicked. What if the Nazis reached the ancient city in Antarctica first, what if there was a 'secret war' taking place, behind the scenes, to ensure the Nazis didn't awaken a greater evil? This went beyond the usual staple of mere vampires, zombies and werewolves in World War Two, it was a much deeper storyline.

Achtung! Cthulhu was born in 2012 as the first fledgling ideas came to life in our first releases, *Three Kings* and *Heroes of the Sea* by Sarah Newton, as Section D agents learned of a new menace growing behind enemy lines. We followed that up with the *Achtung! Cthulhu* Kickstarter in early 2013, which was only supposed to launch a couple of books, but thanks to over 1700 amazing backers, 11 books, a load of miniatures, merchandise, and more were funded. The books were developed with rules for both *Savage Worlds* and *Call of Cthulhu* 6th edition to reach as wide an audience as possible and went on to win many awards.



Achtung! Cthulhu drops you into an epic age old secret war, which started with the conflict between the old gods that saw the fall of Hyperborea, Atlantis, the Roman Empire, Napoleonic Wars, World War Two, and will be fought through many aeons to come.

The age old terror represented by the Cthulhu Mythos promises destruction and chaos on such an epic scale that our heroes can only delay the end by a few more years. **Achtung! Cthulhu** promises a tiny sliver of hope. The real heroes of World War II, normal people who became resistance fighters or soldiers, feared that the Nazi war machine was just as undefeatable as we imagine Cthulhu, yet they still fought on. They fought often without hope for themselves, but that someone else might get the chance to end the war. This hope was well founded: the vast machinery of the Third Reich was finally defeated though by terrible sacrifices by the allied nations.

I HOPE YOU ARE INSPIRED
TO LEARN ABOUT THE REAL
PEOPLE THAT INSPIRE THESE
TALES OF HEROISM.

Achtung! Cthulhu throws you in to this epic struggle ready to go guns blazing against the forces of the Cthulhu Mythos as they jostle for control of Earth. However, guns won't win

every battle, you'll need to dig deep into forbidden tomes, ancient spells, esoteric knowledge, forge uneasy alliances and mix that with a healthy dose of experimental weapons, or "funnies" as us Brits like to call them!

Our very own **Achtung! Cthulhu** characters walk a fine line between light and dark. Natalya the Belarussian tank commander possessed by the raw fury of the deep forests and Arianne the French resistance agent bound to an ancient demon, are just two examples. What sacrifices will you make to defeat the Cthulhu Mythos in this world?

Now this new edition of **Achtung! Cthulhu**, built using our own cinematic **2d20** game system dials up the 'weird' to expand on the original game with more secret bases, more ancient mysteries, more terrifying creatures, fantastic technology, and some exciting hints of what's to come. It is a secret war that isn't just limited to the 20th Century, but spans millenia. We've got your six, so get ready because the Secret War has begun!

Until next time, Keep calm and carry on, soldier!

Chris

— Chris Birch, Section M HQ.



Secret Forces of the Secret War



Section M

"We've not got much time. Or much hope. But, we do have a stiff-upper lip. So that'll just have to do."

— Viscount Alexander 'Alec' Towton Head of Section M

Section M's mission is to oppose and foil Black Sun and *Nachtwölfe*'s worst machinations and serve as Britain's front line occult force in the Secret War. It's always playing catch up, as it was not officially brought into being until 1939, but 'better late than never', say Section M's operatives, that's just the nature of war.

Despite its initial over reliance on a forgotten archive of Victoriana and a talent for improvisation and making do — Section M survives and eventually thrives. Its

success is due to a combination of those great British virtues — indomitability and luck — while leaning on the cosmopolitan diversity of its former Empire to fill in any gaps. By war's end it has matured into a formidable fighting force.

The strength of Section M lies in its unorthodoxy, its faintly amateur ethos and its adaptability, reacting directly to situations without the burden of endless bureaucracy. Its chief, Sir Alec Towton is a brave and indefatigable leader, adept at spotting an array of talent and harnessing it for Section M's exacting needs. Its most notable operatives include Corporal Akhee "the Eye" Singh, Captain "Badger" Harris, Natalya Petrova, and "Mad" Jack McMasters.



Majestic

"The Nazis are meddling with forces they shouldn't and that means we have to get our hands dirty too. The only way to survive is to fight fire with fire."

— Sally Armitage, Commander of Majestic

Majestic, the United States' special occult force in the Secret War, shares Section M's mandate of opposing Black Sun and *Nachtwölfe* and their Mythos allies. Although certain agents actively assist their British counterparts prior to the United States' entry into the war, it is not until late 1942 that "the Office of Mumbo-Jumbo", as J Edgar Hoover disparagingly terms it, comes into its own. Although late to the party, Majestic is well funded and resourced and uses American ingenuity to fuse together a powerful combination of

firepower and technology, mixed with raw courage and tenacity, to create a flexible fighting force which serves across many fronts with distinction.

Majestic's foremost goal is to defend American interests and it often finds itself as the tip of the spear, going toe-to-toe with Axis and Mythos foes and strong-arming them into submission, albeit at a high cost in lives and material. Majestic runs a huge variety of missions and operations, ranging from small team reconnaissance teams to battalion-sized airborne combat drops. Given the loose and distributed nature of Majestic's network, agents in the field often find themselves improvising to address the unexpected and its heroes include the formidable Professor Richard Deadman and Sergeant Brandon Carter.

KNOWLEDGE. POWER. AND MADNESS ABOUND HERE.
WHERE THE HYPERBOREANS IMPRISONED AN ASPECT
OF THE OUTER GOD YOG-SOTHOTH.



Black Sun

"Yog-Sothoth is the gate, the key and the guardian. When the black sun is released and its solar rays wash over the Earth, then all men will know his dominion, and despair."

— Exarch Reinhardt Weissler

Through Hyperborean magic and dark pacts with the ancient gods of the Mythos, the Nazi Order of the Black Sun practices foul sorcery and summons evil creatures from other dimensions to rule the battlefields of men. Even though their warrior-sorcerers, trooper foot soldiers and captive horrors become a terror to the allies, Black Sun's practical work for Hitler's brutal regime is not its true aim.

In the strange, alien place between wakefulness and sleep, one finds the Dreamlands, a realm beyond the veil

of consciousness. There, on the fabled Plateau of Leng under the inky, sombre gaze of its dark star, lies the valley of the black sun. Knowledge, power, and madness abound here, where the Hyperboreans imprisoned an aspect of the Outer God Yog-Sothoth in an unnatural solar orb aeons ago.

Based at the sinister forbidden fortress at Wewelsburg castle and driven by its ruthless leader, Reinhardt Weissler and his four Priors, the Order of the Black Sun works inexorably toward its primary goal, acquiring the magic and artefacts necessary to free Yog-Sothoth from its solar prison in the Dreamlands, and unleash it upon this dimension. There it will shine its unholy light on Earth and rain destruction and terror on mankind forever more.



Nachtwölfe

"Science, technology, an indomitable will to power, and the Blauer Kristall, these are the tools we will use to prevail against all our enemies, both foreign and domestic."

— Mina Wolff, head of *Nachtwölfe*.

Nachtwölfe, the Night Wolves, were originally part of Black Sun, until Mina Wolf's great betrayal when she split from Exarch Reinhardt Weissler, splintering off to form her own occult organisation with the tacit backing of the Führer. *Nachtwölfe*'s primary focuses are science, technology, progress, biological enhancements and wonder weapons (*wunderwaffen*) powered by *Blauer Kristall* (Blue Crystal) to help win the war for Nazi Germany. They scour the world for rare Atlantean technology, looking to learn its secrets while harvesting the rare *Blauer Kristall* which powers it.

Nachtwölfe specialists stalk the battlefield and are instantly recognisable by the eerie blue glow of their advanced weaponry and technology, fabricated by the scientific staff who pursue Mina Wolff's vision of an advanced Germany. Nonetheless, their methods are still without conscience and ethical or moral considerations and *Nachtwölfe* creates many horrors of its own. The *Cerberus-Gruppe* actively encourage their staff to push the limits of science using highly questionable methods. "The ends justify the means" is their warped thinking in creating this new order for the Third Reich. Senior staff include Gerd Schmidt, commander of the *Nachtwölfe* elite Wolf Guards and Krafft Heimbürg, head of the scientific division.

Achtung! Cthulhu 2d20

Quickstart Rules

Into the Secret War

Amidst the battles of World War II, brave Allied heroes fight a Secret War against the Nazi forces of the occult, the fearsome Black Sun who favour magic and monsters, and their fierce rivals *Nachtwölfe*—the Night Wolves—who use ancient technology and forgotten secrets to make terrifying wonder weapons.

With their terrible Mythos allies, these factions are on the verge of tipping the course of the war in favour of their Nazi masters. Yet opposing them are the Allies' last

hope, the brave men and women of Britain's Section M and the US's Majestic, whose task is to take the fight to these foes and foil the Nazi occult threat.

Before You Start

Before you begin to read though this quickstart guide and play **Achtung! Cthulhu** it's a good idea to check you have the following materials:

- ❑ **Twenty-sided dice** – also known as d20s. These are used for resolving skill tests. You will usually roll two twenty-sided dice, or 2d20, but as many as 5d20 can be rolled at once.
- ❑ **Challenge Dice** are special six-sided dice and are primarily used for inflicting stress and determining how much protection your character receives from cover. Challenge Dice are denoted in the text by the ☞ symbol. Each die has four possible results—a score of 1, a score of 2, two scores of 0 and two faces with the ☞ Effect symbol.
- ❑ **Six-sided dice** otherwise referred to as d6 can also be used instead of Challenge Dice, if so you'll need at least six between all the players. You can consult the Challenge Dice Results table for the equivalent Challenge Dice result.
- ❑ **Tokens** to keep track of Momentum and Threat (covered later). You will need six tokens for Momentum and a dozen for Threat; it helps if they are two different colours.
- ❑ **Paper, pens, and pencils** to make notes and draw maps.

Challenge Dice Result

D6 RESULT	CHALLENGE DICE RESULT
1	1
2	2
3	0
4	0
5	1, plus Effect
6	1, plus Effect

WHAT IS 2D20?

The 2d20 system is designed to create dramatic and narrative action from the roll of 2d20. Players aim to roll under a target number on each of the dice, and score successes to achieve the amount (the “difficulty”) of the task. Extra successes over the difficulty create “Momentum”. This Momentum can be used to create cinematic action or gain advantageous effects, but other players can also use it gain additional d20s for their own rolls.

Players also have the option to give the gamemaster something called “Threat” points, to purchase additional d20s for their rolls, but this comes at a risk. Threat represents everything that can go wrong in an adventure and is a gamemaster resource to make the character's lives interesting if they push their luck!

Characters

Each character in *Achtung! Cthulhu* is defined by six **attributes**, which embody the character's physical and mental abilities, and **skills** that define their expertise in certain fields.

ATTRIBUTES

Agility. A mixture of speed and balance, which is responsible for your character's movement and motion.

Brawn. Your character's physical endurance, health and physical conditioning.

Coordination. Your character's fine motor skills, accuracy, and sense of time and rhythm.

Insight. Your character's perception, instincts, and their ability to comprehend the world around them.

Reason. Your character's ability to apply logic, intellect, and learned facts to a situation.

Will. Your character's sense of self, their mental strength, and their sense of self-discipline.

SKILLS

Academia. Your character's ability to study new information, and when trying to recall facts about a subject.

Athletics. Your character's physical conditioning, and their ability to exert force and move their body in a variety of ways.

Engineering. Your character's technical and mechanical expertise as well as their ability to operate complex or untested equipment.

Fighting. Your character's ability to use violence and to defend against it.

Medicine. Your character's ability to alleviate pain, illness, and suffering. It is used to treat both physical and mental injuries.

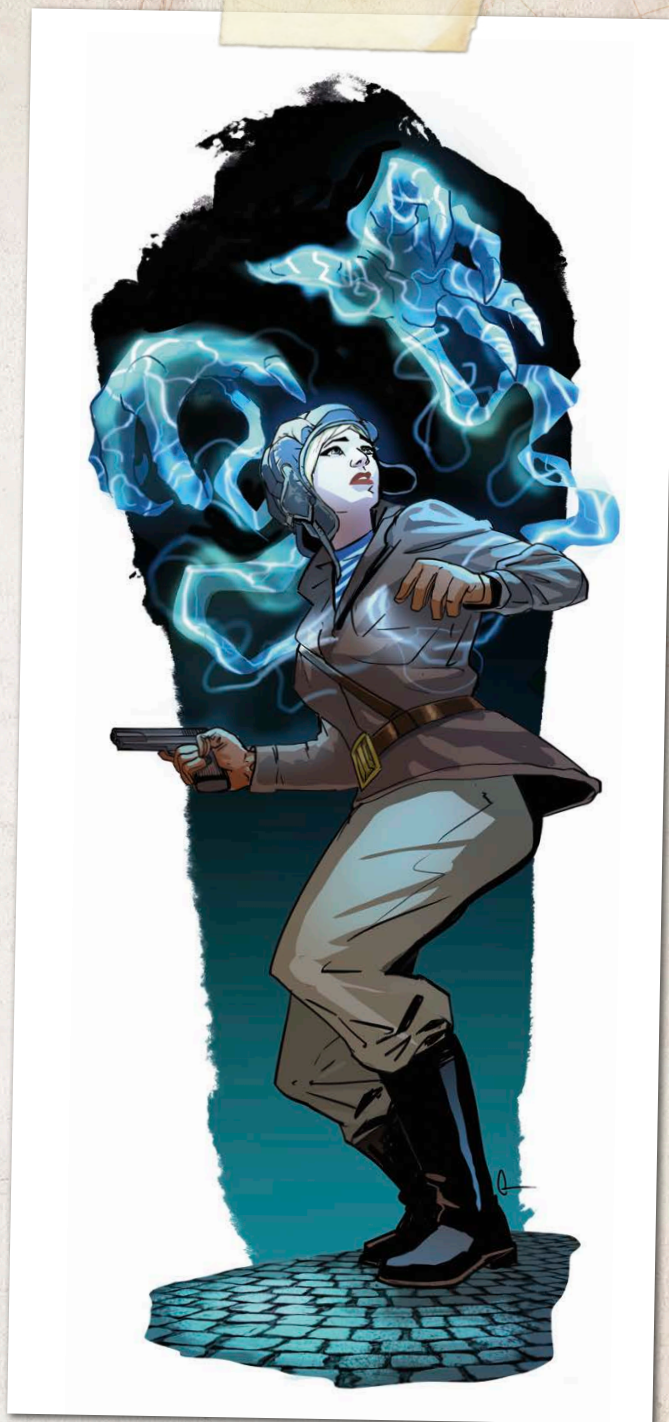
Observation. Your character's awareness and ability to discern information from their surroundings.

Persuasion. Your character's ability to influence others, through speech, body language, and other methods, and allows a character to spot when others are attempting to do the same.

Resilience. Your character's ability to resist, ignore, endure, and recover from a variety of challenges: from physical injury, to mental distress, magical effects, and similar phenomena.

Stealth. Your character's ability to avoid notice and pass undetected and unhindered through hostile territory.

Survival. Your character's ability to survive in inhospitable conditions and environments.



Tactics. Your character's ability to perceive the overall situation and devise a plan appropriate to it, including military strategy and tactics, team dynamics and leadership in some contexts.

Vehicles. Your character's ability to operate, care, and maintain vehicles of all kinds.

FOCUSES

Focuses allow a character to demonstrate greater specialisation within a skill, and the kind of advanced training that comes from deeper study and practical experience. Focuses increase the chances of the character critically succeeding on a skill test if a focus is applicable to the activity the character is trying to achieve.

Tests

Whenever a character attempts to complete an activity where the outcome is in doubt, or where failure would be interesting, the character attempts a test.

ATTEMPTING A TEST

A test involves a single attribute and skill, a focus if one is applicable and is made by rolling two or more d20s.

1. **The gamemaster chooses which attribute and skill are appropriate for the test being attempted, sometimes in conjunction or after a negotiation with a player.** They also consider if the character has any applicable focuses. Add together the attribute and skill chosen, this is the target number for the test.
2. **The gamemaster then sets a difficulty for the test.** This is normally between 0 and 5; with 0 representing an easy task and 5 the most difficult, most common tests have a difficulty of 1. The difficulty is the number of successes the player must roll on their d20s to successfully pass the test.
3. **The player rolls their dice pool.** The player takes two d20s, and may choose to purchase up to three additional d20s by spending Momentum, adding to Threat or using Fortune (see *Improving the Odds*, p.11). Once additional dice have been purchased—if any—the player rolls their dice pool.
4. **Each die that rolls equal to or less than the target number scores a single success.**
 - a. If there is an applicable focus, then each die that rolls equal to or less than the skill rating being used scores two successes.

Difficulty Zero Tests

Some tests may be reduced to difficulty 0. Difficulty 0 tests do not require a dice roll: they are automatically successful with no risk of complications. However, because no roll is made, they cannot generate Momentum—even bonus Momentum from talents, even for particularly advantageous situations—and the character cannot spend any Momentum on the test's outcome either.

At the gamemaster's discretion, a character can roll the dice on a test with a difficulty of 0 and can generate Momentum as normal (because zero successes are required, every success generates Momentum), but this comes with the normal risk of complications as well. This sort of difficulty 0 test can be useful if it's important how successful a character is, but there's no real chance of failure.

- b. Each die that rolls a natural 1 scores two successes.
 - c. Each die that rolls a 20 causes a complication (see *Complications*, p.11)
5. **If the number of successes scored equals or exceeds the difficulty of the test, then you pass the test.** If the number of successes is less than the difficulty of the test, then the test fails. Any successes in excess of the difficulty of the test generate Momentum (see *Momentum*, p.12)
 6. **The gamemaster describes the outcome of the test.** If the test is passed, the player may spend Momentum to improve the result further. After this, the effects of any complications are applied.

OPPOSED TESTS

At times, a character may find themselves trying to beat an opponent. These situations call for an opposed test. Here an active character attempts to perform an action, while the reactive character is trying to resist them. Both characters usually attempt a skill test with a base difficulty of 1. The outcome of the opposed test depends on each character's results.

- ✘ **Active Character Succeeds, Reactive Character Fails:** The active character achieves their goal, and their test is successful.
- ✘ **Active Character Fails, Reactive Character Succeeds:** The active character fails to achieve their goal, and the reactive character's test is resolved. Some opposed tests have a specific additional outcome for the reactive character's test.
- ✘ **Both Characters Fail:** The active character fails to achieve their goal, but the reactive character gains no additional benefit.
- ✘ **Both Characters Succeed:** Compare the total Momentum generated on each character's skill test. The character with the higher Momentum wins, and achieves their goal, but loses one Momentum for each Momentum their opponent scored. The loser then loses all the Momentum they generated, and they cannot spend any. In the case of a tie, the active character wins, but loses all the Momentum they generated.

TRUTHS

A truth is a single word or short phrase, which describes a significant fact or aspect about its subject. Truths define what is and what isn't possible, and whether skill tests are easier or harder to attempt. If a truth stops being important, or ceases to be true, it is no longer a truth.

In rules terms, if the truth applies, it does one of the following:

- ✖ The truth makes an action easier, reducing the difficulty of the skill test by 1.
- ✖ The truth makes something more difficult, increasing the difficulty of the skill test by 1.
- ✖ The truth makes an action possible, or impossible.
- ✖ If a truth should have a particularly intense effect the gamemaster can add a number after the name of the truth, increasing the modifier of the difficulty. For example, *Smoke* could be made more intense by calling it *Smoke 2*, making the difficulty to shoot through the smoke increase by 2, rather than 1.

COMPLICATIONS

Sometimes unforeseen problems crop up or there are inescapable consequences for acting, these come in the form of complications; a truth that has a uniquely negative impact on the characters they affect. Complications make skill tests harder or impossible after they are introduced.

Complications can occur in one of a few ways:

- ✖ **Rolling a 20:** When attempting a skill test, each d20 that rolls 20 causes a complication, which comes into effect once the test has been resolved.
- ✖ **Gamemaster Introduction:** The GM can introduce complications by spending Threat.

SUCCESS AT A COST

Some skill tests can't really be failed outright; rather, it's uncertain whether the test can be completed without problems. In this situation, the gamemaster may allow you to **succeed at a cost**. With this option, a failed roll still means you pass the skill test, but you also suffer one automatic complication in addition to any that occur because of the dice rolled.

Although the failed test has produced a successful outcome, you cannot spend Momentum to improve the outcome of a skill test. Momentum can only be spent on the test if it was successful due to the dice roll.

DARK MAGIC, HIDEOUS
CREATURES FROM BEYOND
THIS WORLD? A VERY RUM LOT,
THOSE BLACK-SUN FELLOWS!

- CAPTAIN ERIC "BADGER" HARRIS

TEST DIFFICULTY

Unless otherwise noted, most tests have a base difficulty of 1. Routine or straightforward tests might have a base difficulty of 0, while harder more challenging tests will have higher difficulties. After this the gamemaster considers if there are any additional factors in the current scene, or affecting the characters involved, that would affect the base difficulty of the test.

Example Difficulties	
DIFFICULTY	EXAMPLE
0	Researching a widely known subject
1	Overcoming a simple lock
2	Driving across challenging terrain
3	Does your disguise pass muster under intense scrutiny?
4	Deciphering an unknown alien language
5	Retaining your sanity as you stare into the face of an elder god!

IMPROVING THE ODDS

Achtung! Cthulhu provides several ways for players to improve their chances of success by buying additional d20s to roll on a test:

- ✖ **Assistance:** One or more characters can assist with the test. Each character attempting to assist rolls 1d20, using a target number of their own **attribute + skill** combination. Any successes they score are added to the test's successes, providing the main character attempting the test scores 1 success. Assisting characters never roll more than 1d20.
- ✖ **Momentum:** Momentum can be spent to buy up to 3 additional dice.
- ✖ **Threat:** Players may add to Threat to buy up to 3 additional dice.
- ✖ **Fortune:** Spending a single point of Fortune allows a player to take one of their d20s, and change it so that it shows a 1 instead of rolling it, giving them two successes automatically before rolling.
- ✖ **Talents:** Some talents can grant bonus d20s in specific circumstances but this will depend on context and they still count towards the number of bonus d20s that can be purchased.

For the gamemaster, buying bonus d20s for non-player characters has fewer options. The gamemaster may spend points of Threat to add dice to a non-player character's test. Non-player characters do not have Fortune.

Momentum

Each success above and beyond the difficulty of a test becomes one point of Momentum, which the character may use immediately, or save for later. Momentum is a valuable pooled resource that allows characters to improve upon their successes or gain additional benefits.

The Momentum pool cannot contain more than 6 Momentum at any time.

Bonus Momentum

Some situations, items, and talents grant a character **bonus Momentum**. This is added to the amount of Momentum you generate from a successful skill test. Sometimes it is specified that bonus Momentum can only be used in a specific way, such as buying dice, or obtaining information.

Bonus Momentum cannot be saved to a Momentum pool: if it is not used when it is generated, it is lost forever.

Example Uses for Momentum

The most common ways to use Momentum are listed below.

- ✖ **Buy d20s:** The character gains bonus d20s on their next skill test. The first die purchased costs 1 Momentum, the second 2, and the third 3.
- ✖ **Create Truth:** For 2 points of Momentum, create a truth for a character or the target of an action.
- ✖ **Obtain Information:** For each Momentum spent the character's player asks the gamemaster a single question about the situation, environment, or the characters present, which is not immediately obvious depending on the skill test attempted. The GM must answer truthfully, but can be as detailed or vague as they wish. This spend can be repeated.
- ✖ **Reduce Time:** You can spend Momentum to reduce the time it took to complete your test. The reduction in time is down to the gamemaster, and you can vary the amount of Momentum you spend depending on how quickly you want to complete the test.

THREAT

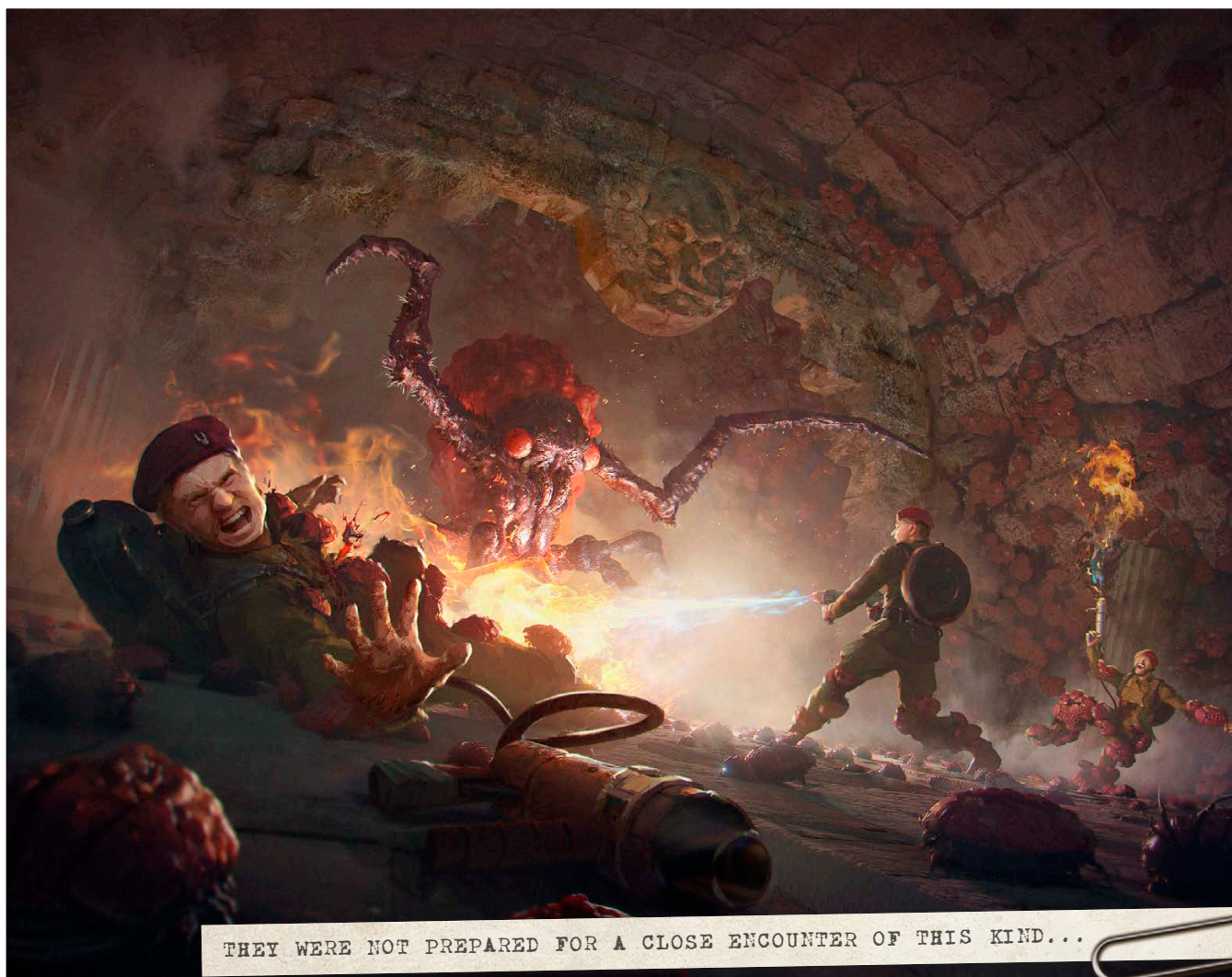
As player characters generate and spend Momentum, the gamemaster generates their own currency, called Threat. The GM spends Threat to alter scenes, empower non-player characters, and generally make things more challenging, perilous, or unpredictable for the player characters. Players can also add to the Threat pool instead of spending Momentum.

The GM typically begins each adventure with 2 Threat for each player present at the start of the session. They gain Threat in the following ways:

- ✖ **Threatening Circumstances:** The environment or circumstances of a new scene may be perilous enough to warrant adding one or two Threat to the pool automatically. Some important NPCs may generate Threat simply by arriving in a scene, in response to changes in the situation, or by taking certain actions. This also includes activities that escalate the tension of the scene, such as NPCs raising an alarm.
- ✖ **Non-Player Character Momentum:** NPCs with unspent Momentum from their skill tests cannot save it like player characters can: NPCs don't have a group Momentum pool. Instead, an NPC may add to Threat, adding one Threat for every Momentum they have remaining.
- ✖ **Complications:** When a player character suffers one or more complications on a skill test, they can choose to avoid them by adding 2 Threat to the Threat pool.
- ✖ **Momentum Spends:** Momentum spends can be paid for by the players by adding Threat to the pool instead of spending Momentum.

The gamemaster can spend Threat in a number of ways, here are some common examples:

- ✖ **Non-Player Character Momentum:** NPCs can spend Threat in all the ways that player characters use Momentum.
- ✖ **Non-Player Character Threat Spends:** When a player character's action would normally add points to Threat, an NPC performing that same action, or making that same choice, must spend an equivalent number of points of Threat.
- ✖ **Non-Player Character Complications:** If an NPC suffers a complication, the gamemaster may buy off that complication by spending two Threat.
- ✖ **Truth:** The gamemaster may change or create a truth by spending two Threat. This must come naturally from some part of the current situation.
- ✖ **Reinforcements:** The gamemaster may summon additional NPCs during a scene. Minor NPCs cost one Threat each, while Notable NPCs cost two and Major NPCs three.
- ✖ **Environmental Effects and Narrative Changes:** The gamemaster may trigger or cause problems with the scene or environment by spending Threat.



THEY WERE NOT PREPARED FOR A CLOSE ENCOUNTER OF THIS KIND...

FORTUNE

Fortune can be used to pull off extraordinary actions, perform exciting stunts, make one-in-a-million shots or provide an edge during life-or-death situations.

Each player character begins each adventure with three Fortune points, and they may not have more than five Fortune points at any time. Any excess points are immediately discarded. Each player may only spend one Fortune point per scene.

Here are some common ways players can benefit when spending Fortune:

- ❑ **Critical Success:** A Fortune point may be spent before a skill test to set a single d20 so that it automatically rolls a 1 (generating two successes automatically). This option must be selected before any dice are rolled on that skill test, and you must roll the remaining dice in the pool.
- ❑ **Reroll:** A Fortune point may be spent to reroll any number of dice in the character's dice pool (d20s or Challenge Dice). This option may be selected after the dice have been rolled.
- ❑ **Additional Major Action:** In conflict you immediately take an additional major action this turn, as soon as the first one has been resolved. Outside of a conflict, you can perform another skill test or other significant action immediately, before anyone else has an opportunity to respond.
- ❑ **Avoid Defeat:** The character may spend a Fortune point when they are defeated to return from defeat, either immediately, or at some point later in that scene.
- ❑ **Make It Happen:** The player introduces a new fact or detail about the current scene, which takes the form of a truth. It must relate to the character creating it, though it may represent something happening in a flashback, or it may be assumed to have always been true but only now becomes relevant. This must be used before rolling the dice on a skill test, and it can only affect the skill test it has been created for.

Action and Conflict

Embracing its heroic, pulp-flavoured nature, action scenes in *Achtung! Cthulhu* are fast-paced and enthralling, requiring quick decision-making and decisive action on the part of its players.

ZONES AND DISTANCES

To visualize your place in an action scene, it's important to keep track of which zone your character is in. Zones are defined by the terrain around them and tracking a character can simple be a matter of description—an enemy might be 'behind the control panel' or 'in the corridor'. This has the advantage of relying on natural language and intuitive concepts.

The gamemaster may also use a map or sketch to mark out the zones of a location, using markers to show your position in the scene.

In combat, movement and ranges are measured in four categories, and one state:

- ✘ The state of **reach** is when an object or character is within arm's length or melee weapon range. Reach isn't a specific range, but rather is a state that you can enter when you move. When you move into or within a zone, you can move into or out of reach of an object or character. Being within reach of an enemy increases the difficulty of any skill test that isn't a melee or mental attack by 2.

Commanding Non-player Characters

Sometimes the players will be given control of an allied non-player character. An NPC under the command of a player character does not receive a turn in a conflict; instead their actions are resolved as part of the actions of the PCs commanding them.

- ✘ **Minor Actions:** A commanded NPC will perform minor actions as needed to keep up with the PCs and to follow their orders. They do not spend Momentum to perform an extra minor action.
- ✘ **Major Actions:** Commanded NPCs cannot make skill tests as a major action, unless a player character uses the Command major action, or if the NPC performs the Assist major action. A number of commanded NPCs may perform a major action equal to the character's Tactics skill.

- ✘ **Close** range is defined as the zone you are in, or a distance of 0 zones.
- ✘ **Medium** range is defined as an adjacent zone, or a distance of 1 zone.
- ✘ **Long** range is defined as two zones away, or a distance of 2 zones.
- ✘ **Extreme** range is any zone beyond long range, or a distance of 3 or more zones.

ROUNDS AND TURNS

An action scene is a sequence divided into rounds and turns. During a round, each character takes a single turn.

The gamemaster chooses a single character to start the action scene. This is usually a player character unless there is a good reason for an NPC to start first.

Order of play goes back and forth between PCs and the NPCs until everyone has had a turn. Once all characters on both sides have taken a turn, one point of Momentum is lost from the PCs' group Momentum pool. The action passes to a character on whichever side did not take the last turn, and the whole process begins again for the next round.

ACTIONS IN COMBAT

Each turn, a character can attempt a single **major action**, and a single **minor action**.

Minor Actions

You can take one minor action on your turn. You can spend 1 Momentum to take one additional minor action (once per turn), and each minor action can only be taken once per turn.

- ✘ **Aim:** You can reroll 1d20 when you make an attack this turn.
- ✘ **Draw Item:** You pick up an item within reach, or draw an item you are carrying. If the item doesn't require a skill test to use, you can use it immediately for free.
- ✘ **Movement:** You move to any point within medium range, and can stand, or drop prone, as part of this movement. You can't take this minor action if you have taken the Rush action (see *Major Actions*) or if you are within reach of an enemy.
- ✘ **Prepare:** You take a second to set up a major action. Some major actions, such as spellcasting, require this minor action before they can be taken.

Conflict Momentum Spends

In addition to the previously mentioned Momentum spends the following are available in combat:

OPTION	COST	EFFECT
Bonus Challenge Dice	1	Increase the stress inflicted by a successful attack. Each Momentum spent adds +1 to the Challenge Dice pool, before the rest are rolled.
Confidence	1	The character gains +1 morale (to a maximum of 4) until the start of their next turn.
Disarm	2 or 3	If within reach, one weapon held by the target is knocked away and falls to the ground. This costs 2 Momentum if the target is holding the weapon in one hand, or 3 Momentum if the weapon is held in two hands.
Knockdown	2	The target is knocked prone.
Minor Action	1	The character may attempt one additional minor action during their turn.
Secondary Target	2	An additional target within reach of the primary target is also affected by the attack, suffering the full effects of the attack.

Major Actions

You can take one major action each turn. You can spend one Fortune point to take a second major action, once per action scene.

- ✘ **Assist:** You assist a character with a skill test during their turn. It may be that you assist them before your turn, in which case your major action is taken up by doing so when it comes to your turn. Roll 1d20 using your own **attribute** + **skill** combination. Successes you score are added to the assisted character's, providing they score at least 1 success. Assisting characters never roll more than 1d20
- ✘ **Attack:** You attack an enemy or object (see *Making an Attack*, p.16).
- ✘ **Cast a Spell:** Spellcasters can cast a spell, but must have taken the Prepare minor action beforehand. The spell may require a skill test, as noted in the spell's effect description.
- ✘ **Catch Breath:** You take a moment to remove stress from your track, or remove a weapon effect you are suffering. This is a **Will** + **Resilience** test with a difficulty of 2. Success either removes stress equal to your Resilience score (plus 1 stress per Momentum spent), or removes an ongoing effect, such as the Persistent weapon effect.
- ✘ **Command:** You issue a command to another character under your control. That character performs a major action to resolve your command, taking any minor actions required to complete the order.
- ✘ **Create Truth:** You alter the circumstances of the battle, to give yourself an advantage or to hinder the enemy. This is a skill test with a difficulty of 2, using an **attribute** + **skill** appropriate to how you are altering the scene. If successful, the character creates a new truth, changes an existing one, or removes a truth from the scene.
- ✘ **Pass:** You choose not to or cannot attempt a major action.
- ✘ **Ready:** You choose another major action to take as a reaction to something else. When the trigger event occurs, you temporarily interrupt the current character's turn to resolve your readied major action, and then play proceeds as normal. If the triggering event does not occur before your next turn, the action is lost. You can still perform minor actions during your turn as normal.
- ✘ **Rush:** You sprint as fast as you can, making an **Agility** + **Athletics** test with a difficulty of 2, to move anywhere within long range. You can't take this action if you've already taken the Move minor action. Location truths may increase the difficulty of this skill test, and this skill test always allows success at cost.
- ✘ **Stabilise:** If a character is dying, then you can provide medical attention with a **Coordination** + **Medicine** test with a difficulty of 2. If you succeed, the dying character's condition is stabilised—they are no longer at immediate risk of dying, but they remain defeated.
- ✘ **Skill test:** You make a skill test, at the discretion of the gamemaster.

*We must fight fire with fire,
magic with magic, even at the
cost of our immortal souls.*

— Professor Richard Deadman

ATTACKS, STRESS, AND INJURIES

An attack is any action made with the intention of harming another character, NPC or creature, or inflicting stress upon an object.

There are two forms of attack available to characters: **physical**, and **mental**.

Physical attacks are either **melee** or **ranged**. Here's how a typical attack sequence plays out:

1. **Declare the Attack: Choose a target that you can see, and a weapon to use.** If you want to make a melee attack you must be within reach of the target, if you want to make a ranged attack you must be able to see the target.
2. **Skill Test: You attempt a skill test, determined by the type of attack.** Each type of attack may have further adjustments to difficulty.
 - a. **Melee:** Attempt an **Agility + Fighting** test with a difficulty of 1, opposed by the target's own **Agility + Fighting** test, also difficulty 1.
 - b. **Ranged:** Attempt a **Coordination + Fighting** Test, with a base difficulty of 1, if you are within range.
 - c. **Mental:** Attempt a **Will + Academia** test with a difficulty of 1, opposed by the target's own **Will + Resilience** test, also difficulty 1. Mental attacks are used to threaten and intimidate opponents.
3. **Inflict Stress: If the skill test succeeds then the attack inflicts stress, as described below.**
 - a. **Roll Challenge Dice:** Roll the number of ☞ indicated by the weapon, and total the number of stress inflicted and any Effects.
 - b. **Roll Cover:** The target rolls any cover ☞ they have available, and adds it to any other resistance they have due to armour or mental resistance, and then reduces the attacker's ☞ total by the total resistance.

Complication Range

Some skill tests might not be more difficult but riskier or more uncertain than normal. With this in mind, the gamemaster might increase the complication range of a test, making it more likely that complications will be generated.

A skill test normally has a complication range of one, meaning that you suffer a complication for each d20 that rolls a 20. Increasing the complication range by one means that complications occur on a result of 19 or 20. The complication range can be increased by up to four.

- c. **Inflict Stress:** The target adds any remaining stress to their **stress track** and checks to see if they have sustained any injuries (see below).
- d. With a melee attack, if the target won the opposed test, they may choose to inflict stress to you instead, or move to any point within close range.

Injuries

The character will suffer an injury if one or more of the following conditions occur:

- ☒ If the character suffers 5 or more stress from a single attack or hazard after reduction for resistance.
- ☒ The character's stress track is filled.
- ☒ The character already had a full stress track and takes further stress.
- ☒ If two or more of these conditions occur at the same time, characters may suffer multiple injuries.

Each injury you suffer increases the complication range of your skill tests by 1 until treated. Once a character has suffered three injuries, in any combination, they are **defeated** and can no longer act in the scene. If a character is defeated and has more physical injuries than mental ones, they are also dying. At the end of each of a dying character's turns, roll 1☞, plus one additional ☞ for each successive turn they have been dying. If the character rolls two or more effects, they die from their injuries.

Fatigue

Some events and environmental effects will affect a character's ability to act.

When a character suffers **fatigue**, it reduces their maximum stress by 1 for each point of fatigue suffered. If a character's maximum stress is reduced to 0, any further fatigue means the character falls unconscious – this is the same as being defeated. If the character suffers any more fatigue while unconscious, they die.

A character can remove fatigue with a **Brawn + Resilience** test, or a **Will + Resilience** test with a difficulty of 1. Success removes one point of fatigue, plus one more for every point of Momentum spent.

RESISTANCE, COVER, AND MORALE

Resistance comes in two forms: persistent and conditional. Persistent resistance comes in the form of a simple number, while conditional resistance comes in the form of Challenge Dice.

- ☒ **Against physical attacks**, a character gets persistent resistance from armour, and conditional resistance from cover. Armour is normally something the character wears like *Nachtwölfe's* advanced body armour. Cover normally comes from terrain or obstacles.

- ✖ **Against mental attacks**, a character applies resistance from courage and morale. Courage represents a character's confidence and discipline, while morale is the certainty that comes from being inspired or encouraged by others.

Characters do not start with any resistance. Cover and morale typically come from circumstances – locations and actions – rather than being part of the character, and therefore a character doesn't start with any cover or morale either.

WEAPON EFFECTS

When players roll Effects on Challenge Dice, or a 5 or 6 on conventional dice (See *Challenge Dice Result Table*, p.8), they may generate a weapon effect, which comes into play and deals additional stress. These are usually noted in a weapon's stress statistic. Some weapon effects are listed with an X, which is replaced by a number depending on the weapon, and apply to every effect symbol that is rolled in the dice pool.

- ✖ **Area**: The attack or hazard hits one additional target within close range of the initial target for every Effect rolled. Secondary targets suffer the attack's full effects.
- ✖ **Backlash X**: The attack is damaging to its source as well as its target. Each Effect inflicts X stress to the attacker. This may be physical or mental stress, at the GM's discretion.
- ✖ **Drain**: The attack or hazard is especially debilitating. The character hit suffers one fatigue for each effect rolled.
- ✖ **Intense**: The attack has an especially potent effect. If one or more Effects are rolled, and the attack inflicts one or more injuries, the attack inflicts one additional injury.
- ✖ **Persistent X**: The attack or hazard has a lingering effect. If one or more Effects are rolled, the target suffers X stress (of the same type as the initial attack or hazard) at the start of the affected character's turn, for rounds equal to the number of Effects rolled.
- ✖ **Piercing X**: The attack or hazard is especially good at overcoming resistance. When working out stress, ignore X resistance for each Effect rolled.
- ✖ **Snare**: The attack or hazard can entangle and bind the target. The target cannot take any actions of a type determined by the type of attack or hazard (physical actions for physical attacks, etc.) other than to try and break free. It requires a skill test with a difficulty equal to the number of Effects rolled to break free.
- ✖ **Stun**: The attack or hazard leaves the target momentarily unable to act. If a number of Effects are rolled that equal or exceeds the target's Resilience skill, the target may not take any actions in their next turn.
- ✖ **Vicious**: The attack or hazard is especially potent. Add +1 to the total stress inflicted for each Effect rolled.

OTTO'S ATTEMPT TO BOTTLE LIGHTNING ONLY SUCCEEDED
IN SUMMONING THE DREADED TEUFEL HOUNDS





Magic

Both Axis and Allies have their own distinct approaches to the learning and wielding of magic. Magic has been divided into two separate and distinct disciplines:

The first is “battlefield magic”, shorter-term enchantments, spells, curses, hexes, charms and blessings, which are primarily used to aid forces involved in combat.

The second is ritualistic magic; more complicated and intricate, but conversely immensely more potent and powerful. It is this kind of magic used to communicate with strange forces and higher darker beings, or effect permanent and lasting change in the mortal plane.

LEARNING MAGIC

A character can learn magic in three ways.

Traditional

The character has spent much of their life studying an occult tradition which is passed down through the generations, and takes many years of study to master. Access to this knowledge is scarce outside of family or tribal traditions, but the rewards are considerable. Traditions commonly have an abundance of taboos and guidelines that shape their use, intended to shield their users from the worst side effects of wielding magic.

Researcher

The character has studied forbidden tomes, occult lore and fragments of precious knowledge to piece together their understanding of the paranormal. This is dangerous, as

research-driven occultists are typically self-taught or part of clandestine societies, limiting their knowledge base and making them greedy for more knowledge rather than cautious and reverent. Researchers can learn any spell, but are often led to the Mythos, which is dangerous in its own right.

Dabbler

A character might stumble upon a useful fragment of occult knowledge, perhaps an eldritch tome composed by some maddened scribe, which grants them knowledge of a spell. Coming from such a dubious source, such learnt spells are flawed and extremely dangerous, and the character may find it difficult to expand their knowledge of the occult further.

Power

All spellcasters have a power rating, and this is a crucial element of unleashing spells, performing rituals and turning words and actions into meaningful effects.

A tradition-based or researcher spellcaster has a starting power of 2 and a dabbler has a power of 1, but may push themselves to increase their base Power to 3, at the cost of adding 1 to Threat for every Effect rolled.

All battlefield spells are bound spells meaning they are stored in the sorcerer’s **mantle**, a token, fetish, icon or wand, which holds the spell’s power until it is ready to be unleashed. Spells may be held in a mantle for as long as the caster remains conscious, after which they dissipate naturally and must be re-stored again.

To cast a battlefield spell spellcasters must first prepare their mantle, choosing which spells they wish to hold ready. A spellcaster may have a number of spells in their mantle equal to their power. Preparing these spells requires a difficulty 0 skill test, which takes a number of minutes equal to the difficulty of each spell added together. The attribute and skill used varies – traditional spellcasters use **Insight** + **Survival**, research spellcasters use **Reason** + **Academia**, and dabblers use **Will** + **Resilience**. Once prepared, a spellcaster's mantle contains the chosen spells until they sleep or are otherwise rendered unconscious.

CASTING A BATTLEFIELD MAGIC SPELL

During an action scene, a spellcaster may attempt to cast the spells in their mantle. This requires the use of the Prepare minor action and a major action. Spellcasting can only be attempted once per turn.

The skill used by the spell is determined by the spell's description, as is the difficulty of the skill test to cast the spell. The attribute used for this skill test depends on the type of spellcaster the character is: traditional spellcasters use **Insight**, research spellcasters use **Reason**, and dabblers use **Will**.

All battlefield spells have a cost, which is paid when casting, which takes the form of a number of dice of mental stress inflicted on the character. A character's courage and morale resistance apply against this stress as normal. This cost is applied after resolving the skill test to cast the spell, and it applies whether the spell was successfully cast or not.

MOMENTUM SPENDS IN MAGIC

Skilled practitioners of magic can often wield their spells with deftness and precision, turning their skill and knowledge into greater effects. Some spells have specific ways that they can use Momentum generated when casting, but there are also a number of common uses for Momentum listed here.

- ✖ For each Momentum spent, gain +1 morale resistance against the spell's cost.
- ✖ For each Momentum spent, add +1 to the stress the spell inflicts.
- ✖ For 2 Momentum, double the duration of any spell which lasts for a number of rounds.

RESISTING MAGIC AND MAGICAL DUELS

Although magic is a potent and dangerous force, it is not all-powerful and in some cases, spells may be resisted. Sometimes a spellcaster will have to overcome the innate willpower, resistance and ego of a subject to have a spell take effect.

Some spells may allow their target to resist the effects. This turns the skill test to cast the spell into an opposed test and the attribute and skill combination the resisting character uses will be mentioned in the spell's description. The resisting character's test uses the spell's difficulty.

In addition, spellcasters learn techniques to ward themselves against the supernatural, and the practicalities of war have made those techniques more necessary than ever for countering hostile magic.

Spellcasters of all types gain the following reaction:

- ✖ **Counterspell:** This does not count towards the bound spells in your mantle. Once per round, you may use this when an enemy you can see attempts to cast a spell. You roll your power dice; for each Effect rolled, the difficulty of the enemy's spell increases by +1. A spellcaster who uses this reaction may not attempt to cast a spell in their following turn.

This ability is a core element of sorcerous duels—both participants know that they cannot easily cast spells while the other can counterspell, but using a counterspell prevents the caster from using spells of their own, creating a tension between the spellcasters as each waits for an opening.

Battlefield Magic Complications

As might be expected, complications can be troublesome for a spellcaster. Due to the power they wield, even the slightest break in concentration, the tiniest error, or the most trivial of mishaps can cause a spell to spiral out of control.

As with any skill test, a roll of a 20 is a complication when casting a spell. However, due to the delicate, complicated nature of spellcasting, the complication range of a skill test to cast a spell is increased by the spell's difficulty, so a spell with a difficulty of 2 suffers a complication on a 19 or 20, not just a 20.

Further, the effects of a complication when spellcasting can often be more severe and more unpredictable. Magic is a powerful force and when it goes wrong the effects can range from the unexpected, to the hilarious to the downright deadly. A miscast Spear of Lug might accidentally hit the wrong enemy target, or strike an explosive material. A miscast Bounties of Dagda might heal all enemies as well as allies, or even bring defeated enemies back from the dead. Gamemasters should apply their creativity, ingenuity and sense of fun to devise some truly spectacular and devious effects when a spell is miscast. However, if the spell is successfully cast, the spell's effects will still occur – even complications when spellcasting cannot turn success into failure, it can only produce additional effects.

Mission: A Quick Trip to France

Introduction

This Quickstart adventure for the *Achtung! Cthulhu 2d20 system* begins *in media res*. The team has already received their mission briefing and is getting close to the drop zone in the first scene. But as the gamemaster, you need to know the background for the rest of the adventure before you get them to jump out of the plane! It is recommended that, as the gamemaster, you give this adventure a quick

read through before you play it for the first time, paying special attention to *Scene 4: The Summoning*, to give you an idea of how the adventure progresses and the options available to you and the players. The synopsis below summarizes the adventure and the events leading up to it. Rules will be introduced throughout the adventure and for ease of reference are clearly marked with page references.

Synopsis

It is June, 1940. The Black Sun, one of the major occult forces within the Nazi regime, has stormed in to take over the French village of Saint Sulac. The Black Sun are led by a Master, Jans Stöller, whose recent discovery of a forgotten tome known as the Azeus Demonium has revealed that the chateau at the centre of the village is built on a site of supreme occult significance.

Contained within the warren of caves below the chateau is a chamber which holds the Altar of Obeisance, a long forgotten pre-Roman artefact from a dark Gaulish cult who were devoted to the worship of the Mythos God, Nyarlathotep. Anyone who is able to perform certain dark rites on that altar will be able to summon an aspect of Nyarlathotep and receive his direct blessing, growing enormously in power and might.

Stöller's ambition knows no bounds and he seeks to use this rite to elevate himself within Black Sun's ranks to become a Black Sun Canon. He is determined to secure the dark god's blessing before his rivals within the Cult can beat him to it and he has assembled a hand-picked team of loyal Troopers to achieve his aim. Moving swiftly, he has swooped in to secure the village and aims to complete the ritual within a single night before anyone can interfere with his plans.

With the exception of the local resistance leader, Aramis, none of the locals are skilled combatants. This is a rural French village and the sudden Black Sun takeover was a surprise to everyone, including the local German commander whose garrison was summarily ordered out of town. The Black Sun has also begun to remove villagers from their houses as sacrifices for the upcoming ritual, an

event which triggered Aramis to make a hasty report to London about this unexpected and bizarre event.

While Aramis was attempting to make his report, his Resistance fighters got caught up in a firefight with the Black Sun, resulting in his handlers in London receiving a garbled and incomplete message.

These events made the upper echelon of Section M, the British occult intelligence agency, very nervous: Stöller is a rising star within the Nazi occult organisation. What could he be doing in this sleepy French village? As a result, Section M have put together a team in a hurry and dispatched them to investigate.

While the players do not know this at first, Aramis and his comrade, Jean-Paul, escaped from the firefight and may be able to provide some assistance. Aramis was shot and injured; however, he managed to escape following the attack and has found refuge in the cellar of a nearby farm.

The players will land in France, make their way to Saint Sulac, and have been ordered to locate Aramis and find out what is going on. He will be able to provide an alternative entrance to the heavily guarded chateau, telling them of the ancient tunnels underneath the village, one of which extends there from his dairy. Armed with this knowledge, the players will be able to bypass the considerable Black Sun defences, confront the diabolical Jans Stöller, and hopefully stop him—before the Dark Pharaoh can be summoned!

You begin this mission with 2 points of Threat for each player.



Scene 1: Jumping Into France

PARACHUTE JUMP

When everyone is ready, read the following, paraphrasing as needed:

“You are surveying the darkened French countryside from the open door of an airplane. For most of your flight over France it has been cloudy and still. Once you entered the Rouen area however, the wind picked up, accompanied by heavy rain and thunderous clouds. The airman by the door is now making final checks, compensating for the sudden onset of the storm that’s been brewing since you entered this area. When he seems satisfied, he nods in your direction. Holding up a hand with three outstretched fingers, the airman mouths the words, “Three minutes to drop.”

You have been dispatched here in response to a coded message from Aramis, a local resistance leader, located southwest of Rouen. His message was cut off mid-transmission but seemed to contain a dire warning about a Black Sun Master, Section M have sent your team to find out more. Your orders are simple: find Aramis, investigate the Black Sun activity, and eliminate any immediate threats. If Aramis has survived, he may be found to the northeast of the village where the resistance have safehouses. You will use a code phrase to identify him. He will ask in English for a cigarette, you are to respond, ‘I only have Lucky Strikes.’

Scene Objectives

The objectives for this scene are:

- ☒ Parachute into France.
- ☒ Locate the village of Saint Sulac.

The report which put you on a plane over occupied France was simple, ‘Black Sun officer Jans Stöller spotted in village, lorries of gear arriving. Black Sun presence in village of Saint Sulac. Garrison...’. Evidently the name of this Black Sun operative was enough to warrant throwing this team together and sending you across the Channel.

As you are recalling these events, the light turns green and you line up, ready to jump from the plane. As you look out of the open side door, you can see dark clouds, hear the resonating thunder and then the sudden flash of lighting. The rain almost obscures your vision at this height, and something about this storm feels wrong. It’s too sudden, with no warning, and dark clouds seem to have coalesced directly over the village—and only there. Before you can ponder this strange occurrence, the airman signals the first drop; the storm is playing havoc with the plane’s instruments and they need to clear the area as soon as possible.

Each character will need to make an **Agility + Athletics** test with a difficulty of 1 (see *Attempting a Test*, p.10).

Add together the character's Agility attribute and Athletics skill, this number is the target number for the test. The player then rolls 2d20. Each dice equal to or lower than the target number is a success. The character only needs to have successes equal to the difficulty to pass the test. In this case the test has a difficulty of 1, so only one success is needed to pass. If a player rolls more successes than they need, each extra success generates a point of Momentum (see p.12).

Some factors modify the difficulty of a check, making it easier or harder. The character Captain James Swann has a truth (see p.40) which is 'Veteran Commando Captain'. The truth implies he has performed many parachute jumps as part of his long service. As the gamemaster, always consider if a truth that a character has might make a test easier, or more difficult. In this case, we advise that you allow the truth to make Captain Swann's jump easier by one, reducing the difficulty to zero.

When a difficulty is reduced to 0 (see sidebar *Difficulty Zero*, p.10) a character does not roll for the test, they automatically succeed. As the gamemaster, you can choose to allow them to roll anyway. This is done when there is no real chance of failure, but you want to see how well a character succeeds. In this case, every success rolled on the dice generates a point of Momentum. Allow Captain James Swann's player to roll on this difficulty 0 test to jump from the plane. Although he automatically succeeds, the extra Momentum generated will be useful to the others in the group who may need some help with this jump.

Before rolling for a test, a player can purchase additional d20s by spending Momentum (see p.12) or by paying you Threat (see p.12). Those with a lower chance of success should buy additional dice using Momentum or Threat to improve their odds. This will give you and the players a chance to practice making tests and see how Momentum, and possibly complications (see p.11), can impact the game. **Remember, the Momentum pool can never have more than 6 points of Momentum at a time.**

Complications are usually generated by rolling a 20 (see p.11), which this situation could indicate getting blown off course, landing in a tree and requiring assistance to get down, being distracted by the storm and panicking mid-drop, or landing in some other unfortunate circumstance.

If nothing suitable makes sense or you can't think of something, a complication can also be bought off, meaning you add two Threat to the Threat pool instead of making the complication happen right now. You should avoid doing anything too punishing to the characters this early in the mission. If more than one complication is rolled, use one to have something unfortunate, but minor, happen to the character, add Threat to the pool for the rest, you'll need it later.

BOOTS ON THE GROUND

Once the team has landed and regrouped, they need to head in the direction of Saint Sulac. It is night time with unfamiliar terrain. Ask the team to make a **Reason + Survival** test with a difficulty of 3 to head in the right direction.



Ask one of the characters to lead the test, and everyone else to assist them (see p.10). You should encourage the other players to describe how their characters assist. The leading character makes the **Reason + Survival** test at difficulty 3. Those assisting make their own tests, rolling only 1d20 and using their own **attribute + skill** combination and difficulty relevant to how they assist (a character that wants to look for distant lights from the village, for example, might make a **Reason + Observation** test to assist). As long as the leading character scores at least one success, the successes of those assisting are added to it. This is a good time to remind the leading character's player to buy some d20s with Momentum or by paying Threat.

If they fail in the test, allow them to succeed at cost (see p.11). They'll make it to the village, but it takes much longer than expected. Add 2 additional Threat to your pool, in addition to any issues caused by complications.

Finally, at the end of scene, just before they set off to Saint Sulac, read or paraphrase the following:

As you orient yourselves and start towards the village, a strange vibration rattles your teeth and your skin feels cold and clammy. The rain seems to beat down harder for a moment as a huge roll of thunder erupts overhead, followed quickly by a bright lightning strike. It feels like a chill wind just cut through you. It passes quickly, but something very strange has just happened.

Scene 2: The Village

RECONNAISSANCE

After you have resolved the previous scene, read the following:

It takes about an hour to reach Saint Sulac. Up to now the German presence in the area does not seem very remarkable, only a single patrol was spotted, and they moved perpendicular to your line of march and disappeared quickly into the dense underbrush. When you reach the edge of the village, things are a little different.

The village itself is small, your intel suggested it is home to less than a hundred people and the most noticeable building is a stately chateau at its centre. If not for the Nazi banner draped out of one window, it would look like a quaint and luxurious retreat from nearby Rouen. From one balcony, an officer scans the area with field glasses. A MG 42 crew sits behind a sandbag barrier peering out occasionally while smoke from a camp stove rises behind them.

The most disturbing observation you make is the German soldiers here are not normal Wehrmacht. The Black Sun have definitely taken over. They

After this, each player takes 1 ☹ of stress from a mental attack (see *Making an Attack, Inflict Stress* p.16). This is nothing serious, as stress always heals at the end of a scene and 1 ☹ is not enough to generate any injuries (which do not heal at the end of a scene). However, the fact that it happens should give the players a sense of foreboding and urgency. Although the players do not know it yet, this attack happens because the Black Sun have completed the opening phase of the summoning ritual in Saint Sulac.

Allow a character with an occultism focus to attempt an **Insight + Academia** test with a difficulty of 2. Whenever a character has an applicable focus in a skill used for a test then any dice equal to or under the skill rating generates two successes instead of the normal one. Encourage your players to suggest if they think they have a relevant focus in the skill they are using and consider if there is a way it applies to the test.

If they succeed on this test, they determine the source as a nearby supernatural event, possibly the start of a dread ritual. This should give them a feeling of time pressure—something is up and they do not know what!

Remove 1 unspent Momentum from the Momentum pool at the end of a scene.

Scene Objectives

The objectives for this scene are:

- ☒ Locate Aramis.
- ☒ Gather further information regarding the Black Sun takeover.
- ☒ Avoid detection by Black Sun forces or collaborators.

are easily recognisable, with uniforms showing their insignia, prominent gas masks and helmets. For them to be have taken over this village so completely does not bode well. As you consider this, you notice a handful of scared looking villagers being escorted at gunpoint into the chateau.

Encourage the players to observe the area with the binoculars. Whoever chooses to do so should make an **Insight + Observation** test. The difficulty is 1. You should encourage the players to spend Momentum, or pay you Threat, to ask you questions and gain more information with the **Obtain Information** spend (see *Example Uses for Momentum*, p.12).

It's Not On Any Maps

You may be wondering where in France St. Sulac is located. Well, it's a fictional place created to represent a typical town of the era. It's certainly helpful to base your settings on real-life places, but it can be limiting in terms of geography and the story you want to tell. Creating fictional settings also gives separation from any real-life events which may have occurred there.

If the players pass, the team realizes that a little farther south of the village there are signs of a recent fire and it looks like a farmhouse and its adjoining barn has been gutted. Slaughtered livestock has been left in the field around the farm suggesting there a battle was fought here and recently too. They may recall from their briefing that the resistance usually use farmhouses on the northeast edge of the village as safehouses to meet.

The following can be learned through Momentum spends:

- ✘ There are two sniper teams lurking, one on top of the town hall and another on a roof nearby.
- ✘ There are no heavy vehicles in the area.
- ✘ There are no lamps or streetlights, the light in the area is provided by spotlights on portable stands.
- ✘ The road through town shows signs of heavy use recently.

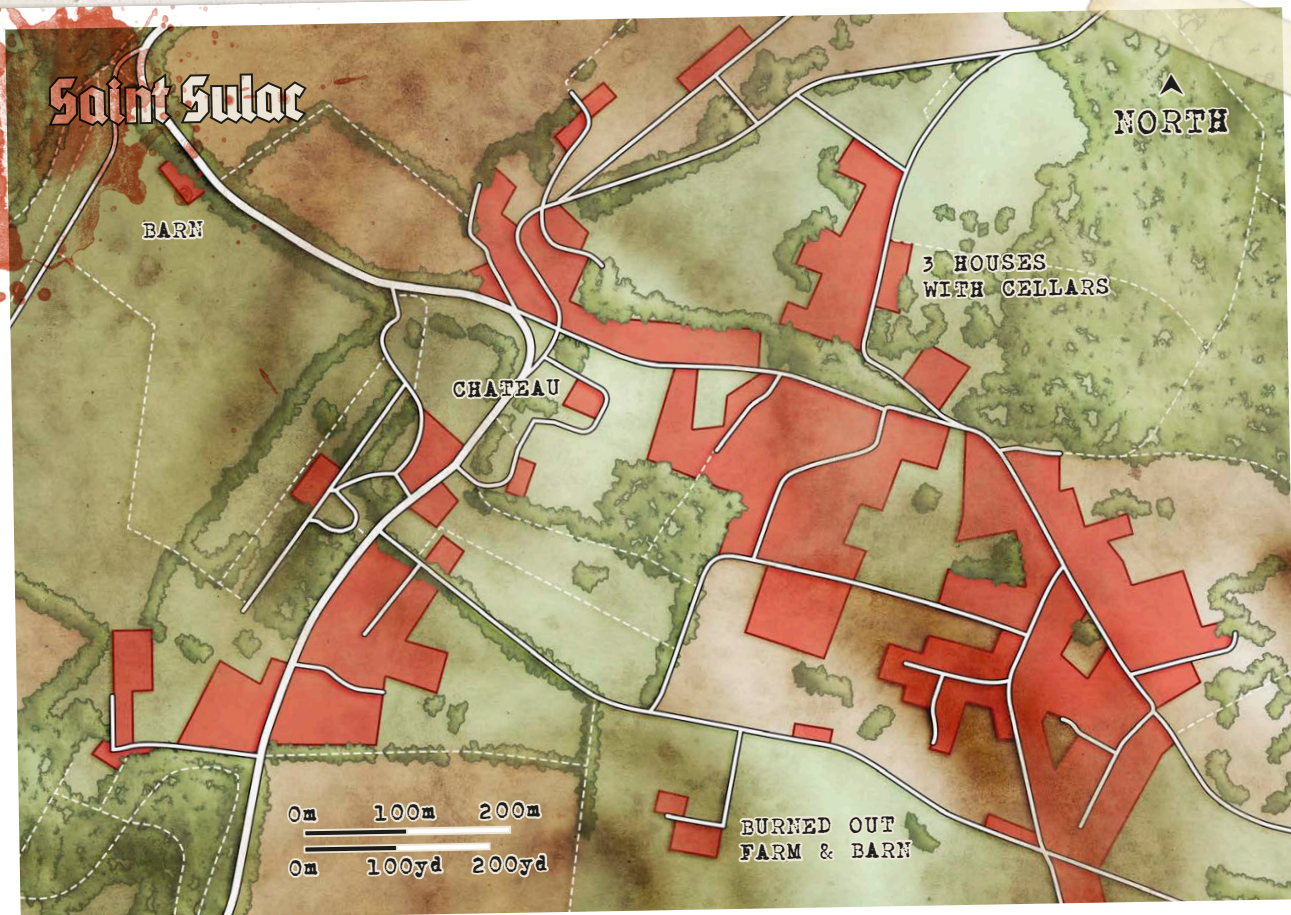
A FARMER'S PLIGHT

The players will also spot a man nearby who is attempting to herd a couple of cows, a character who speaks French will overhear him whispering and cursing at the cows, seemingly frustrated that they won't move. This is Jean-Paul, and they should find it suspicious for him to be out after midnight, especially considering no one else is around. How he responds will depend on the players' approach. If they are hostile, he will freeze and then attempt to run off, otherwise he will be shocked at the presence of any British or Americans. He only speaks French. In the event you need statistics for John-Paul, use the Resistance Fighter profile on p.35.

Depending on how comfortable your players are with acting out their characters, all of the information Jean-Paul knows can be discovered through roleplaying, with few or even no tests required. Otherwise **Insight + Persuasion** tests are needed to gain information from him, especially if the players take a more confrontational approach. The difficulty of these tests is 2, reduced to 1 for anyone who speaks French fluently.

This is what Jean-Paul can tell the players:

- ✘ He heard sounds of a gunfight earlier in the evening from a farm to the south. The Nazis with the strange uniforms then set it alight. They have been doing this to anywhere they suspect resistance members might congregate.



- ⊗ His farm is near the burned farm in the south, and his cows were spooked and ran off. He recently found the last two and is leading them home now.
- ⊗ Earlier this evening, after the gunfight, the Germans conducted a thorough search of the area; it is lucky you arrived after the search was completed.

Remind your players of the Obtain Information spend as additional information can be learned from him. You can either volunteer these or role play the characters asking him additional questions:

- ⊗ A convoy arrived in the village in mid-afternoon. They were carrying a lot of heavy gear, and each truck had a number of soldiers. They unloaded everything into the chateau and these new Germans with the strange uniforms and gas masks took over, fortifying the chateau and forbidding anyone to go near it for the next 24 hours.
- ⊗ The original garrison was ordered to depart, and the garrison commander seemed unhappy about this. The original garrison went back towards Rouen.
- ⊗ If they go into the village, they should be extremely careful, the Black Sun are swarming everywhere. They have also been begun taking some villagers into the chateau for some unknown purpose. The rest of the villagers are scared and have locked themselves in, hoping to escape the Black Sun's attentions.

You may have paranoid players who do not trust Jean-Paul, allow them to make an **Insight** + **Observation** test with a difficulty of 1 to learn if he is hiding something. If pressed, or by the result of good roleplaying he begins to trust the players, he will admit he is a member of the resistance and fought in the gun battle earlier. He will also offer this information about the Black Sun takeover if that has not yet been revealed.

Assuming they depart on amicable terms, Jean-Paul will offer one last piece of information:

- ⊗ If Aramis, leader of the cell, survived the gun battle earlier and wanted to hide, he would most likely do it on the northeast side of the village. The three farmhouses (which the players have already been briefed about p.21) have cellars obscured from the lights the Nazis have setup around the rest of the village. It will still take some effort to sneak around and enter them unobserved.

*All this gunfire and mayhem...
it will play havoc with the vaches
milk yields!*

- Jean-Paul

As they leave Jean-Paul, read the following:

“As you take your leave of the Frenchman, a cold wave passes through your skin again. The storm is getting worse. You see Jean-Paul shudder and one of his cows falls over. It moos piteously once, and then dies, frothy blood coming from its mouth. Jean-Paul is horrified at this and once it is obvious the cow is dead, moves off with the other one as quickly as possible.”

Everyone suffers 2 from a mental attack. Again, this will heal quickly, but the fact it is increasing should give the players a sense of urgency.

Encourage anyone who has an Occultism focus to make an **Insight** + **Academia** test with a difficulty of 2. On a success, they can sense something coming from the chateau, and that it is likely the source of the strange cold wave they keep feeling. If someone wants to inspect the cow, anyone with Medicine skills can tell the creature died from a ruptured heart, no test is necessary.

At this point the players might be intent on going straight to the chateau. You should heavily imply that sneaking in would be difficult due to the large number of guards and well-lit approaches. If that doesn't deter them, remind them that their primary orders are to find Aramis, if they attempt to enter the chateau and get caught, it will blow the whole operation. If they still insist on heading that way now, see the side bar *Straight to the Chateau*, below.

Straight to the Chateau

If your players do go into the village incautiously with all guns blazing, and you cannot dissuade them from their foolhardy approach, feel free to hit them with the full garrison. There are 20 Black Sun Troopers: two armed with MG42s (and two assisting them as loaders), one with a *Flammenwerfer* (FmW) 41 and the other 15 armed as standard. Use the profiles on p33 –and the rules for actions scenes on p14.

Make sure you give them a chance to retreat, regroup and learn from their mistakes. It is always best to remember that you never want to punish the players for making a bad decision, especially by killing them outright; mistakes and failure are interesting aspects of a story.

Assuming they get away, the truth 'Hunted by the Black Sun' will affect the rest of the adventure, increasing the difficulty of tests to avoid or hide from the Nazis and the Black Sun by 1, see *Truths* p.10. It is worth noting that the difficulties of some tests and descriptions of some scenes later in this adventure will need to be altered by you to reflect the truth now in play.

FINDING ARAMIS

Assuming the team does not take the near-suicidal approach of heading to the chateau, decide which of the three buildings Aramis is in. Your players may decide to check each one individually or split up and try to search all three quickly.

Getting around the village to the buildings requires a series of **Agility** + **Stealth** tests, with a difficulty of 1. Complications here include making noise on the approach, being spotted by a collaborator, or anything else you feel is appropriate. Unless the players are extremely rash, they should not trigger any sort of immediate response. The primary purpose of these tests is to ratchet up the tension and put the players on their guard. You should explain failed checks as someone glimpses them from a window and then hides, or the Black Sun guards approach to search the area, look around, and one of them jokes in German about cows or chickens before returning to their rounds.

Eventually the players will make their way to their destination. The cellar door where Aramis is hiding can also be located with an **Insight** + **Observation** test with a difficulty of 1, which reveals a bloody hand print on the door and bloodstains on its stairs. If someone is listening for sounds, they might also hear an occasional cough from the cellar Aramis is in.

When players open the door, a bright light will be shone in their faces. Someone will say 'Who are you? Identify yourselves!' in French. If the response is in English, Aramis will switch to English. If the response is in French, he will continue to speak in French.

Use this encounter as a chance to roleplay a tense situation and in the event you need statistics for Aramis, use the Resistance Fighter profile on p.35. Aramis can see the players are not Germans, but he knows they're not local villagers either. So, who are they? What do they want? In the worst case scenario, Aramis might even be provoked enough to fire his pistol at the players. If so, he counts as having the **Aim** action, and rolls 2d20, with a target number of 11. With the Aim action, he can reroll one of his d20s, but has to accept the second result. His pistol inflicts 4 of stress, and any extra successes he gets will generate Threat. This should be spent on the **Bonus Challenge Dice** spend.

Assuming your players do not get into a fire fight with the injured resistance leader, he will set his light down, providing a dull glow which will provide sufficient illumination to see the small room.

Aramis appears to be injured and anyone who is trained in Healing can tell the wounds are not fatal. A **Coordination** + **Medicine** test with a difficulty of 1 will make him more comfortable, but he is still in no condition to travel or join the group.

Aramis will ask for a cigarette, which he not only wants, but is also the code phrase. If one of your players remembers it, feel free to award them a **Fortune point** (see *Fortune*, p.13). Fortune is a powerful mechanic for players, and also a tool you can use to reward creative or heroic roleplaying.

If they mention Jean-Paul, Aramis will smile and tell them he is grateful his old friend escaped the attack. He assumes the rest made it also. If they mention the dead cow, or the strange vibrations, he will tell them he senses vile things are happening in his village. He will then kiss the crucifix he wears and cross himself. Aramis offers the following information; no test is necessary:

- ✕ He has never seen any Black Sun in the area before today.
- ✕ The Black Sun's leader, Master Jans Stöller, was identified when the convoy stopped in the village and the local commander saluted and called him by name.
- ✕ Aramis has no idea what they are up to but they were definitely carrying a lot of equipment. He watched the Black Sun takeover of the village and them unloading the trucks into the chateau. He went to the farm nearby where the radio was to make his report.
- ✕ When the Black Sun started rounding the villagers up and taking them to the chateau, it gave the resistance an impossible dilemma. Should they idly stand by, while their friends and family were taken away for who knows what dark purpose? Aramis urged caution, but when young Francois saw his wife and children being dragged away kicking and screaming from his nearby home, it incensed him so much he couldn't restrain himself. He charged outside and opened fire.
- ✕ In the gun battle that followed, the farm that the resistance was temporarily using south of town was burned to the ground. However, the Black Sun were sloppy during the attack. They killed many livestock and created a lot of smoke, which made it easier for a few resistance survivors to slip away under cover.
- ✕ Aramis knows the Black Sun are involved in the attack but what do they want? Were they trying to provoke the resistance into a response? What do they want with the villagers? What are they up to inside the chateau? You must help.

Aramis will grow more urgent and desperate as he makes that last point, before sagging under the pain of his wounds. He will take a set of keys out of his shirt pocket and give them to the players saying the following:

Whatever is going on, the chateau is the key. These Black Sun have the entrances locked down now and it looks like they expect trouble. We are too weak and scattered to fight them, so you must help us, rescue our women and children and put a stop to whatever foul business they are conducting in there.

A direct assault would be suicide, although I suppose you might try to bluff your way in. That too, would be extremely risky, for who knows what sorcery and foul magic they use to identify their own?

Thankfully, there is another way; there are tunnels under the village, cellars and earthworks going back before the time of Rome which they run like a spider's web out from the chateau. They were said to once be the haunt of creatures of the dark and a foul cult from pagan times, but that was centuries ago and probably just an old wives' tale.

It is a risk, but the tunnels are the best way to get inside without being seen. Go to my dairy on the other side of the village. In the barn is a milk truck. If you move it, there is a trapdoor that will lead you into the cellars and tunnels. There are also lamps in a crate. I have never seen any sign of Germans there. Those keys will also unlock the barn and let you move the milk truck to get to the trapdoor. God go with you. Vive la France!

If any player takes extra precautions to ensure Aramis is undetected and made comfortable or safer before they depart, award their character a Fortune point. They will need them for the rest of the adventure!

Players will also face a choice: how will they approach gaining access to the chateau? A direct assault is most likely to end in failure and death, given the forces arrayed against them that are on alert and established within a fortified base. It is possible some players may wish to try and bluff or sneak their way in, although this would require gaining Black Sun uniforms, speaking German, passing multiple Insight + Stealth (disguise) tests at a very high difficulty of 4 as the Black Sun are already on alert, with orders than no-one is to enter the chateau while their Master is at his work.

Both approaches are not impossible but extremely challenging and given their skills and experience, it is most likely that their characters will conclude that the tunnels are their best option.

Remember to remove 1 Momentum from the pool, if any exists, and tell your players the next scene has started. Any stress the players may have accumulated is also removed.

Scene 3: The Broken Truck

Truth

This scene has the following truth:

- ☒ Stormy Weather

Before getting into the scene, it is time to introduce some extra game mechanics.

Earlier when Captain Swann jumped out of the airplane, a truth, 'Veteran Command Captain' came into play in a positive way. However, truths can apply to more than characters. You should now explain to your players that a scene can also have truths.

Truths that apply to a scene can also be a help or a hindrance. When the scene first starts, the truth 'Stormy Weather' works in the characters' favour and reduces the difficulty of all Stealth checks by 1, due to the cloud cover and heavy rain. However, later in the scene when they are trying to spot the Black Sun ambushers, it is helpful to their opponents. In the case of the latter, creative players can overcome it if they have a way to generate light—at the risk of exposing their position. While a character's truth is typically always present, even if it has no bearing on current actions, a truth attached to a scene can be modified or overcome by the actions of the players. For further information, see *Truths* (p.10).

Scene Objectives

The objectives for this scene are:

- ☒ Get to the barn.
- ☒ Repair the truck.
- ☒ Travel through the cave system.

FIRST CONTACT

After explaining the truth, read or paraphrase the following to set the scene:

Cautiously, you exit the building where Aramis is hiding. He should be safe there, but you realize you need to work your way around the village to reach the dairy where the milk truck is stored. The garrison seems to be more alert and a few extra lights have been turned on. Dark clouds and even heavier rain is decreasing visibility, so if you stick to the shadows, it should be easier to remain undetected.

As you are considering your good fortune, you spot another group of sombre villagers being led into the chateau, and the familiar pulse of a cold wind strikes your bones.

Ask everyone to make a **Will + Resilience** test with a difficulty of 1. If they pass, they take only 2☹ from a mental attack. With a failure, the attack inflicts 3☹ of stress, and with a complication the attack inflicts 4☹. It is possible for this attack to inflict enough stress to cause an injury that will impact the character's ability to perform. See *Injuries* p.16.

Now, your players need to navigate around Saint Sulac. Manoeuvring around the outskirts of the village is an **Agility + Stealth** test with a difficulty of 2; however, as noted at the beginning of the scene, the 'Stormy Weather' truth lowers the difficulty by 1. The players can choose their marching order, and should be encouraged to plan for the stealthier characters to go first to build Momentum for the others to use. Any complications could be used to make the tests more challenging or introduce new issues. For instance, one of the characters might twist their ankle, increasing the difficulty of all Athletics tests by 1 for the remainder of the scene.

Once they have completed these tests (number at the GM's discretion), they arrive at the edge of the dairy, near the barn. On their arrival, have one of the players make an **Insight + Observation** test at difficulty of 2 increased to 3 due to the 'Stormy Weather' truth. On a success, they spot a squad of Black Sun soldiers enter the barn from the side and can hear that they appear to be quietly searching it

Black Sun in the Barn

The players might not question why the Black Sun are in the barn, but as the gamemaster, it is useful for you to know their reason for being there.

This squad of Black Sun Troopers are here searching for resistance members. After the gunfight mentioned earlier, where they burnt the resistance safehouse to the ground, they are now systemically searching the village and the surrounding farm buildings in an attempt to find the last of the resistance members who fled.

The players might assume the Black Sun are here looking for the tunnel, or may discover it. With the tunnel being under the milk truck, it won't be found, but the players don't know this.

Players who speak German and wish to try and find out what the Black Sun are doing here can make an **Insight + Observation** test at difficulty 2, on a success they hear snippets of conversation between the soldiers such as:

- ☒ "Keep looking, they could be anywhere."
- ☒ "We'll find where they went and take them to the chateau like the rest."

for something. There is one Black Sun Trooper present for every character. On a failure, the heavy rain and thunder obscures their vision and hearing, leaving them unaware of the Black Sun presence.

As the characters approach the barn, ask one of them to roll an **Agility + Stealth** test assisted by the rest of the characters and opposed by the Black Sun's **Insight + Observation**, both tests are difficulty 1. This is an opposed test (see *Opposed Tests* p.10) with the Black Sun squad being the reactive characters. This is a good time for you to spend some Threat to purchase extra dice for the Black Sun Troopers, raising the stakes and the tension for the players. If the Black Sun have a higher number of successes than the players, they spot the players approach and get to go first, opening fire as the characters approach the barn. If the characters have a higher number of successes, they are able to approach the barn without the Black Sun noticing, giving them time to set up a battle plan.

It is worth nothing that from this point on, pooling Threat is recommended. You might want to spend a small amount here to add to the tension, but ensure you have enough left for the ritual in Scene 4.

Players might wait for the Black Sun to leave, but are more likely to take them on in combat. Combat is a series of tests, some opposed, with a difficulty, adjusted for range, truths, and conditions. The scene is now split into round and turns (see p.14). Each round, every character in the scene takes a turn, performing a major and minor action (see pp.14-15), going back and forth between the NPCs and the players until everyone has taken a turn and then a new round begins. You can find more about action scenes on p.14. Don't forget that you can spend Threat during the combat to make things more difficult for the players, it is advised those to pool as much Threat as you can however, as you will need it in Scene 4.

One important topic is cover (see p.16). Until now the eldritch damage striking the characters has not been affected by cover as they have been mental attacks, not physical ones. Now that bullets are flying, one of the first rules of gun battles is to take cover—this is something you should encourage the players to do.

Finding cover behind something sturdy grants 2☹ of cover, which reduces the damage taken from any successful hit. The Black Sun all start with 2☹ of cover from being inside the barn.

Once the characters defeat the Black Sun squad, they can enter the barn and find the milk truck. However, it is obvious the truck has been damaged during the Black Sun's search or during the gun battle. Fortunately, the Black Sun did not find the trap door, but the damage to the truck will make it harder to move the truck out of the way. There are two options, either of which can be assisted by additional characters, per the normal rules for assisting an action.



- ✘ Repair the truck with a **Reason + Engineering** test with a difficulty of 2.
- ✘ Push the truck out of the way with a **Brawn + Athletics** test with a difficulty of 3.

Remember to consider the character's focuses and truths and how they might affect the difficulty of these tests.

Once they get the truck moved, players will find the trap door leading down a narrow ladder into the darkness. The lamps Aramis mentioned are readily available, so the group will be ready to go into the next scene.

Remember to remove 1 Momentum from the pool at the end of the scene.

Scene 4: The Summoning

INTO THE CHATEAU

As the players enter the cave complex, it is narrow, damp, and cold. Once they have all navigated the ladder and are in the cellar below the dairy, they find there are three tunnels leading off. The air is old and musty, small niches and alcoves, carved and worn with time, suggest some ancient purpose forgotten by modern man. Nothing is currently stored down here, but there are signs of foot traffic. A **Reason + Survival** test with a difficulty of 1 when inspecting the footprints shows that none of them are recent.

Heading to the chateau through the dark tunnels can be a bit of a challenge, as the tunnels are narrow and somewhat of a honeycomb in nature. Just striking out in a haphazard fashion requires a **Reason + Survival** test with

Scene Objectives

The objectives for this scene are:

- ✘ Travel through the cave system.
- ✘ Get to the Chateau.
- ✘ Stop the Summoning Ritual.

a difficulty of 3 to arrive at the chateau in a reasonable amount of time, though players may use a compass, other navigation aids or some ingenuity to reduce the difficulty. Do allow them to suggest alternative methods and reward interesting solutions.

A failure should allow them to succeed at cost; you could add two points of stress to the ritual's stress track to



represent how the ritual has progressed due to the extra time it takes the players (See p.32).

When they are in the tunnels, you might tantalise the players with some jump scares, like a sudden swarm of disturbed bats flying by, or suggest that things are lurking in the dark just beyond their hearing. In reality, there is nothing to threaten the players here, but do your best to evoke a tense, unnerving atmosphere in these long-abandoned caves. Eventually, players will discover the entrance to the chateau.

The air is getting decidedly colder. Wisps of white mist slither like snakes, or perhaps tentacles, around your feet. There is a recessed wooden door here with no visible handle but light shines through the cracks. Listening provides no clue as to what is beyond it, but you must be in the right spot.

The group has found the secret entrance to the chateau, it opens into a cellar below the ritual chamber. The reason there is no handle is because they are looking at the back of a bookshelf, which needs to be pushed out of the way. A simple Brawn + Athletics test with a difficulty of 1 will suffice to get them into the next room. Once the door is open, read or paraphrase the following:

You have entered some sort of cellar, it is freezing and the wisps of mist seem to be denser in here than in the tunnels. It seems long abandoned and is full of cobwebs and other detritus. At the top of the stairs is a thick wooden trapdoor, currently closed.

From here, the trapdoor at the top of the stairs is the only place to go. Moving up to the top and listening will reveal a sonorous chanting on the other side, in some ancient inhuman tongue. The trapdoor is neither locked nor trapped and can easily be pushed open. As soon as someone does, read or paraphrase the following:

Poking your head up out of the trapdoor, you find yourself in a small anteroom off of a larger chamber. The larger room into which you're looking is circular, with an altar near the far wall, a single closed door on the left wall, and six supporting columns providing a degree of cover while reaching up to the ceiling four metres above your head. On each column a civilian is tied. As you take in their appearance you can see they are beaten, crying and screaming in fear at something on the altar. You follow their gaze to the source of their terror, a stone slab red with the blood of sacrificial victims. Above, a glowing phosphorescent light surrounds a Black Sun Master, four Black Sun Novices and a bizarre creature with fearsome claws and a slathering tongue instead of a head (See Servitor of Nyarlathotep p.35). Above, a dark presence seems to be forming in the air as the chanting of terrible ancient words continues.

The battlefield is made up of four zones: the antechamber, the main room, the altar where the ritual is taking place, and the side door leading to the ritual room. Cover Resistance of +2 may be provided by anyone hiding behind a pillar. Make sure you review *Actions in Conflict*, p.15, and

explain it to your players. Complications rolled on attack tests and Threat spends can be spent to cause injury to the civilians. The risk to civilians in the room should deter players from using a 'pray-and-spray' tactic to deal with the Black Sun here, and should also provide them with the option to save the civilians and get them out of harm's way.

The Black Sun forces seen here comprise:

- ✘ Jans Stöller, a Black Sun Master (See p.34)
- ✘ Servitor of Nyarlathotep (See p.35)
- ✘ 4 Black Sun Novices (See p.34)

If they've been careful to open the trapdoor quietly, and move into the ante-chamber cautiously, the players may have a short time to whisper a hurried plan. However, delay may add to Threat or a step of the ritual being completed while they watch. At a moment of the GM's choosing Stöller will detect their presence and turn to address the characters mockingly saying: "Who are you? You should not be here, but no matter, I need more sacrifices and you have brought yourselves here willingly, a most gratifying outcome!" After his comment, Stöller will return to his work.

Stöller is conducting a ritual which will call forth an aspect of the Dark Pharaoh Nyarlathotep (see p.32), a Mythos God, into this world. He seeks to do this to receive Nyarlathotep's blessing which will grant him power and favour and secure his advancement within the hierarchy of the Black Sun.

YOU FOLLOW THEIR GAZE

TO THE SOURCE OF THEIR TERROR:

A STONE SLAB RED WITH THE BLOOD
OF SACRIFICIAL VICTIMS.




It is most likely that a fight will now begin, as Stöller directs his minions to attack the players and capture them and you can put to use the Threat you have pooled. You can use Threat in the same way players use Momentum, but you can also use it to perform other actions during this scene, such as:

- ✘ 2 Threat will summon three Black Sun Troopers (see page 34) as Minor NPC reinforcements through the closed door.
- ✘ 2 Threat will Keep the Initiative and allow an NPC to act immediately after another one does.
- ✘ 1 Threat will generate a Truth which is beneficial to the Black Sun, such as the dark presence above Stöller clouds the area and increases the difficulty of all ranged attacks directed at him by 1.

THE FINAL CONFRONTATION


Stöller's major action every round will be to perform an Will + Persuasion test, while his minor action will be to move to an area with cover to try and defend himself. For

example, this might be behind a column or behind one of the other NPCs like the Black Sun Novices or the civilians.

If Stöller succeeds in the test to advance the ritual, he will roll a number of  equal to his power, in this case 2, to inflict damage on the ritual's stress track. Every Black Sun Novice who assists adds 1 to this roll if Stöller's major action is successful.

If Stöller and or his novices suffer 3 complications when making tests to advance the ritual (a complication is rolled on a 19 or 20 due to the spell's difficulty of 2, just like a battlefield spell, see *Battle Field Magic Complications* p.19), then the ritual will be miscast (see the ritual description). This will produce an effect similar to the intended outcome, but will also be unpleasant, painful, or dangerous to the spellcaster.

Characters attacking Stöller may also spend 2 Momentum use the Create Truth spend to introduce a complication into Stöller's fiendish machinations, the result of which the GM will decide (Perhaps the ritual requires an additional step, the overall stress goes up to 20, or the difficulty increases from 2 to 3).

Any character with the spellcaster talent may also attempt a Counterspell, seeking to make Stöller's task more difficult: This is a major action as the character mutters an invocation, makes gestures of warding, or concentrates on their mantle. They roll their power x ; and for each effect rolled, the spell's difficulty increases by +1.

The ritual is stopped if Stöller is slain before its completion or if the team discovers an alternative way to disrupt the ritual. For instance, an Insight + Academia test with a difficulty of 2 by someone with an Occultism focus or experience with the Mythos will reveal the following:

You notice the dark presence seems to be emanating from a large book on the altar. It's inscribed with occult sigils and its ancient bindings appear to be made from human leather. You quickly recognise the book as the dread Azeus Demonium, a tome

Ritual Casting

Ritual Casting works slightly differently to battlefield magic. The ritual has a stress track and each time you pass the test to perform the ritual, you inflict stress on this track by rolling Challenge Dice equal to your spellcaster's power. When inflicting stress, if you meet any of the conditions that would normally cause an injury in combat (see p.14) you complete a step of the ritual. Once a number of steps have been completed, the ritual is successful. The cost of a ritual is paid after each test made to advance it (successful or not), unlike battlefield magic where you pay the cost once at the end of the casting.

used to summon the powers of the outer dark. You quickly surmise that if the book can be closed or destroyed, then the summoning will be disrupted.

For purposes of game mechanics, if the book cover is closed, the ritual loses any stress inflicted and any completed steps are removed. Stöller will either try to

Ritual: Summon Avatar of Nyarlathotep

Summoning spells are used to call to, convene and or commune with many different creatures and entities belonging to the Cthulhu Mythos.

Test: Will + Persuasion, difficulty of 2

Maximum Stress: 15

Steps: 3

Cost: 2☞

Outcome: This summoning spell calls forth an avatar of the dread god Nyarlathotep into this realm. Because the Black Sun are closely aligned with this Mythos God, the caster will earn his favour and will be temporarily able to command this avatar in any way he chooses. Once the Avatar of Nyarlathotep is summoned, it will use a large tentacle to lash out into the darkness, striking near one of the heroes, forcing them to move out of cover or take 3☞ of stress.

Miscast: A failure to cast the spell correctly means the avatar may only be summoned for a couple of rounds or the ritual is not strong enough to entice the creature to the caster at all. The summoner pays an additional cost of 2☞ and immediately suffers an injury.

Completing each step for the ritual causes the following effects:

- ☒ **First step:** Three of the civilians (or any remaining if there are fewer than three) will scream in terror and their hearts will erupt from their chests. The dark presence above Stöller will solidify and form a protective shield around him, giving him armour of 2.
- ☒ **Second step:** Any living creature in the room, other than Stöller, the Servitor and any Black Sun troops, has to make a **Will + Resilience** test, with a difficulty of 2, on a failure characters will suffer 5 ☞ of damage as their hearts try to tear free from their chests! The last of the civilians will scream in terror and also have their hearts erupt from their chest.
- ☒ **Third step:** The ritual is complete! Jump to the Conclusion and read the section about Stöller completing his ritual.

grab the book and escape or try to eliminate the team and resume his work. In either case, the ritual can no longer be completed during this adventure. Stöller is not stupid or suicidal and will choose whichever option gives him the best chance of success. Keeping some Threat for him to escape or interfere with the team's plans is a great idea. He may even go on to become a recurring villain in subsequent adventures!

Conclusion

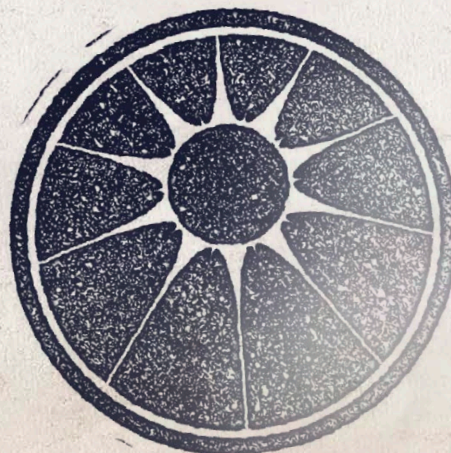
The battle, and mission, ends when the ritual is either stopped or completed.

If Jans Stöller completes his ritual, read or paraphrase the following:

The Black Sun Master cackles as he completes the ritual and a dark demonic entity in the form of an avatar of the Dark Pharaoh, faceless, soulless and wreathed in dark fire tears through the opening between the Outer Dark and our world. You fire a few shots but it is obvious this unfathomable and horrifying creature is immune to your weapons. You have no choice but to make good your escape and report back to London and hope that they can suggest something to thwart Stöller and whatever he plans next.

If they stop Jans Stöller from completing his ritual, read or paraphrase the following:

The ritual is broken and the Black Sun are, at least for now, defeated. Yet you hear the pounding of many boots coming from the chateau above. Whether they are arriving to continue the fight or running to summon more forces against you is irrelevant, you have overstayed your welcome and need to flee the area. Getting back to London to report this will be a challenge, but at least the world is a safer place.



Black Sun Forces

BLACK SUN TROOPER

Trooper NPC

Black Sun Troopers soldiery are chosen from the SS and other elite field units to serve as the armoured fist of the Black Sun forces. Although they are non-adepts, a combination of intensive training and brainwashing means they are inured to the many captive horrors which the masters and canons summon. The Black Sun Armband insignia they sport (worn on the left arm) contains a charm similar to the *totenkopfrings* identifying them as allies, so that they are not attacked by summoned creatures.

Truths

- ☒ Fanatical Infantry

Attributes

AGILITY	8	BRAWN	10
COORDINATION	8	INSIGHT	6
REASON	7	WILL	9

Skills

Athletics 1, Fighting 3 (Close Quarters), **Resilience 2** (Discipline), **Survival 2, Tactics 1, Vehicles 1**

Languages: German

STRESS	5	INJURIES	1
ARMOUR	2	COURAGE	3

Weapons & Equipment

- ☒ **Maschinenpistole 40 (MP 40):** (Rifles), Close range, 4☞ (Salvo: Stun), *Close Quarters, Reliable*
- ☒ **Luger P08 9mm:** (Handguns), Close range, 4☞ (Salvo: Vicious), *Close Quarters*

Escalation Options

- ☒ **Flammenwerfer (FmW) 41:** (Heavy Weapon), Medium range, 5☞ Persistent 4 (Salvo: Area), *Escalation, Inaccurate*
- ☒ **Maschinengewehr 42 (MG42):** (Rifle), Medium range, 6☞ (Salvo: Area), *Escalation, Inaccurate*

Special Rules

- ☒ **Fanatic:** Fanatics gain +1 to Courage (included above) and gain +X Morale, where X is the number of Fanatics on their side present in the scene (maximum of +5 Morale).
- ☒ **Schwarzsonne armband:** Identifies the wearer as an ally to creatures summoned by the Black Sun.

BLACK SUN NOVICE

Trooper NPC

Novices work as researchers, investigators, and analysts both in the field and at Wewelsburg. While the Masters and Canons have witnessed the true power of the Black Sun, the Novices are excluded until they are considered ready to be initiated into the true order. Novices are regularly seconded to other units and departments within the Nazi machine, in particular the *Ahnenerbe*, where they undertake archaeological expeditions and research for Black Sun. Only those showing true commitment and zeal for their cause are raised to the ranks of the Masters.

Truths

- ☒ Black Sun Initiate
- ☒ Twisted Academic

Attributes

AGILITY	8	BRAWN	7
COORDINATION	8	INSIGHT	8
REASON	9	WILL	8

Skills

Academia 2 (Occultism), **Athletics 2, Fighting 1** (Close Quarters), **Medicine 1, Resilience 2, Stealth 1, Vehicles 1**

Languages: German

Power: 1☞

STRESS	5	INJURIES	1
ARMOUR	1	COURAGE	3

Weapons & Equipment

- ☒ **Luger P08 9mm:** (Handgun), Close range, 4☞ (Salvo: Vicious), *Close Quarters*

Special Rules

- ☒ **Occult Neophyte:** Novices have yet to awaken their full magical potential. Though they have a Power of 1☞, they are not spellcasters themselves. Their Power can only be used to assist other characters in performing rituals.
- ☒ **Fanatic:** Fanatics gain +1 to Courage (included above) and gain +X Morale, where X is the number of Fanatics on their side present in the scene (maximum of +5 Morale).

JANS STÖLLER, BLACK SUN MASTER

Lieutenant NPC

The Masters are the main field operatives of Black Sun, deployed to command the Novices in their pursuit of the arcane treasures of the Earth. The Masters tend to operate behind the guise of the SS, with only their Black Sun insignia distinguishing them when in uniform. In addition to commanding in the field, the Masters are often deployed on more clandestine operations behind enemy lines.

Truths

- ☒ Black Sun Commander
- ☒ Twisted Academic

Attributes

AGILITY	8	BRAWN	8
COORDINATION	8	INSIGHT	8
REASON	10	WILL	9

Skills

Academia 3 (Occultism), **Athletics 1**, **Fighting 2** (Close Quarters), **Medicine 1**, **Persuasion 1**, **Resilience 2**, **Stealth 1**, **Survival 2**, **Tactics 2** (Battlefield Tactics), **Vehicles 2**

Languages: German, English

Power: 2

STRESS	11	INJURIES	2
ARMOUR	1	COURAGE	4

Weapons & Equipment

- ☒ **Black Sun Degen:** (Melee), 4 Piercing 1, *Hunger, Bane, Parrying*
- ☒ **Walther PPK:** (Handguns), Close range, 3 (Salvo: Vicious), *Close Quarters, Hidden, Reliable*

Spells

The Black Sun Master has begun their journey down a dark occult path. They are spellcasters who use Reason to cast spells, and know some spells from the spellbook of Nyarlathotep.

Mask of the Faceless Sphinx: (Reason + Stealth, difficulty 2, cost 4 Drain) For 4 rounds, allies within close range increase the difficulty of range attacks targeting them by +1 and gain +2 cover.

Ritual: Summon Avatar of Nyarlathotep

Summoning spells are used to call to, convene and or commune with many different creatures and entities belonging to the Cthulhu Mythos.

Test: Will + Persuasion, difficulty of 2

Maximum Stress: 15

Steps: 3

Cost: 2



Outcome: This summoning spell calls forth an avatar of the dread god Nyarlathotep into this realm. Because the Black Sun are closely aligned with this Mythos God, the caster will earn his favour and will be temporarily able to command this avatar in any way he chooses. Once the Avatar of Nyarlathotep is summoned, it will use a large tentacle to lash out into the darkness, striking near one of the heroes, forcing them to move out of cover or take 3 of stress.

Miscast: A failure to cast the spell correctly means the avatar may only be summoned for a couple of rounds or the ritual is not strong enough to entice the creature to the caster at all. The summoner pays an additional cost of 2 and immediately suffers an injury.

Completing each step for the ritual causes the following effects:

- ☒ **First step:** Three of the civilians (or any remaining if there are fewer than three) will scream in terror and their hearts will erupt from their chests. The dark presence above Stöller will solidify and form a protective shield around him, giving him armour of 2.
- ☒ **Second step:** Any living creature in the room, other than Stöller, the Servitor and any Black Sun troops, has to make a **Will + Resilience** test, with a difficulty of 2, on a failure characters will suffer 5 of damage as their hearts try to tear free from their chests! The last of the civilians will scream in terror and also have their hearts erupt from their chest.
- ☒ **Third step:** The ritual is complete.

Special Rules

- ☒ **Fanatic:** Fanatics gain +1 to Courage (included above) and gain +X Morale, where X is the number of Fanatics on their side present in the scene (maximum of +5 Morale).

Mythos Creatures

SERVITOR OF NYARLATHOTEP

Trooper NPC

Formed as part of a dark pact struck between the Black Sun and the Crawling Chaos, Nyarlathotep, the Servitors are ferocious shock troops, used to tear into the ranks of allied infantry. Savage claws and berserk strength render the Servitors some of the most feared forces in the Secret War. And the fact that they resemble the vast tentacle-like tongue of a slaver beast renders them all the more intimidating.

Truths

- ❑ Writhing Grotesque Shock Troops

Attributes

AGILITY	9	BRAWN	11
COORDINATION	7	INSIGHT	11
REASON	11	WILL	11

Skills

Fighting 3 (Hand-to-Hand Combat), **Persuasion 3** (Intimidation), **Resilience 2**, **Tactics 2**

STRESS	7	INJURIES	2
ARMOUR	4	COURAGE	4

Attacks

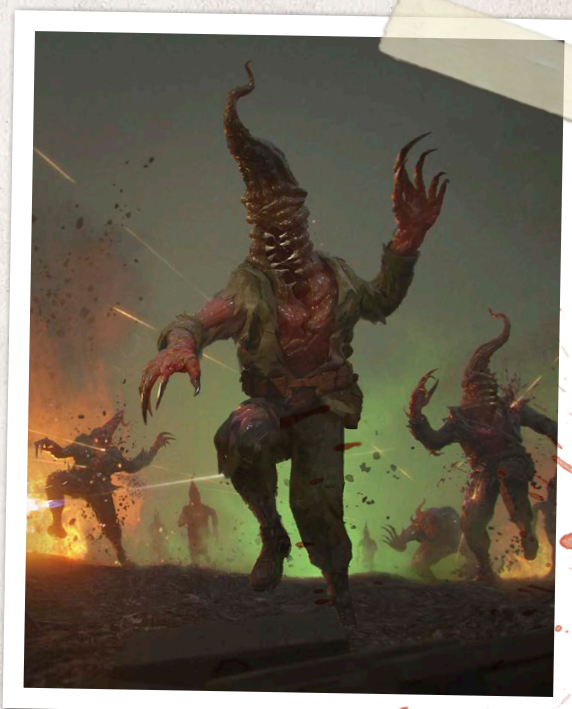
- ❑ **Lashing Tentacle:** (Hand-to-Hand Combat), 4 ⚔ Stun
- ❑ **Scything Claws:** (Hand-to-Hand Combat), 4 ⚔ Vicious
- ❑ **Unearthly Presence:** (Mental Attack), 5 ⚔ Piercing 1

Special Rules

- ❑ **Fearsome 1:** The Servitor inspires fear. It can make mental attacks, including +1 ⚔ and the Piercing 1

effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a **Will + Resilience** test with a Difficulty of 1 or suffer mental stress as if from that mental attack.

- ❑ **Immune to Cold, Disease, Fear, Pain, Poison, Vacuum:** The Servitor is immune to stress, truths, and other effects caused by any of the listed conditions.
- ❑ **Tough 1:** The Servitor can withstand 1 extra injury (included above). It may also spend 3 Threat to ignore suffering an injury.
- ❑ **Night Vision:** The Servitor can see in darkness. It ignores any increases to difficulty or complication ranged caused by lack of light, and it may attempt skill tests that would normally be impossible in darkness.



Allied Forces

RESISTANCE FIGHTER

Trooper NPC

You can use these statistics for both Aramis or Jean-Paul if you require a profile. These brave resistance fighters operate clandestinely either living locally within native populations or taking to hills, mountains and abandoned places to fight their hidden war.

Truths

- ❑ Civilian Dedicated to Overthrowing Nazi Occupiers

Attributes

AGILITY	8	BRAWN	8
COORDINATION	9	INSIGHT	7
REASON	7	WILL	9

Skills

Athletics 1, **Engineering 1** (Explosives), **Fighting 2** (Close Quarters), **Resilience 3**, **Stealth 2**, **Tactics 1**

STRESS	6	INJURIES	1
ARMOUR	0	COURAGE	2

Weapons & Equipment

- ❑ **MAS Modèle 1873 Revolver:** (Close Quarters), Close range, 4 ⚔ (Salvo: Vicious)

Pregenerated Player Characters

Agent Daphne Rogers

OCCULTIST INVESTIGATOR

Daphne is one of Section M's brightest young researchers—an intelligent woman of 22 years of age, with blue eyes and blond hair. She was a post-graduate at Durham University when Section M recruited her because of her fascination with ancient history, the occult, and the Mythos. She has provided valuable insight into some of Black Sun's most nefarious designs, and bucks against her cloistered, academic background by seeking experience in the field.

Truths

- ☒ British
- ☒ A Brilliant Mind
- ☒ Fascinated with Forbidden Knowledge

Attributes

AGILITY	8	BRAWN	6
COORDINATION	9	INSIGHT	10
REASON	10	WILL	8

Skills & Focuses

Academia 4 (History, Linguistics, Occultism), **Engineering 1**, **Medicine 3**, **Observation 4** (Sight), **Persuasion 2**, **Resilience 1**, **Stealth 1**, **Vehicles 1**

Languages: English, German

Power Rating: 1 ⚔

Maximum spells bound in mantle: 1

STRESS	□ □ □ □ □ □ □ □ □ □		
INJURIES	□ □ □	FORTUNE	□ □ □ □
ARMOUR	0	COURAGE	0

Talents

- ☒ **Polymath:** Once per scene, you may spend 2 Momentum to gain an additional focus for the duration of the scene, for any skill in which you have a score of 2 or higher.
- ☒ **Booksmart:** You are ridiculously well read. If you spend any Momentum to Obtain Information during a scene, you may reduce the Momentum cost of one bonus d20 you purchase later in that scene by 1.
- ☒ **Occult Dabbler:** You've dabbled with occult forces beyond your comprehension and are a **spellcaster** of the **dabbler** practice.

Equipment

- ☒ **First Aid Kit:** Gives you 3 medical supply resources. Each dose of medicine provides 1 bonus Momentum to buy extra d20s.
- ☒ **Access to a Library:** While there, the library gives you access to 10 research resources, each resource provides 1 bonus Momentum to buy extra d20s on a skill test.
- ☒ **Personal Notes on an Occult Tome:** These notes can make studying other occult texts easier.
- ☒ **Ritual Tools:** this small bag of icons and tokens is required for performing occult rituals.
- ☒ **Ammo:** 3 ammo.
- ☒ **Binoculars.**

Weapons

NAME	FOCUS	RANGE	STRESS	SALVO	QUALITIES
Unarmed Strike	Hand-to-Hand	Reach	2 ⚔	—	Subtle
Colt Detective Special Pocket Pistol	Handguns	Close	5 ⚔	Vicious	Hidden 1, Reliable

SPELLS

Healing

This simple two step ritual provides healing, fixing physical wounds, mental trauma or repairing the psychic damage inflicted by the terrors of the Mythos.

Skill: Will + Medicine, Difficulty 2

Stress: 6

Steps: 2

Cost: 1

Duration: Instant

Outcome: The caster defines whether they are attempting to heal physical or mental stress. Stress is healed a number of equal to the caster's power.

Miscast: If this spell is miscast, it inflicts stress, rather than healing, to both caster and patient. The caster can decide what proportion of that stress is suffered by each and might choose to absorb all this damage themselves rather than risk further injuring their charge.

- ✘ For 2 Momentum, all affected allies heal a single injury (physical or mental).
- ✘ For 1 Momentum, any defeated allies within range recover immediately.
- ✘ For 2 Momentum, the spell affects allies within medium range instead.

Counterspell

This spell does not count towards the bound spells in your mantle. Once per round, you may use this when an enemy you can see attempts to cast a spell. You roll your power dice; for each Effect rolled, the difficulty of the enemy's spell increases by +1. A spellcaster who uses this reaction may not attempt to cast a spell in their following turn.

Performing The Ritual

Performing this ritualistic Healing magic is a little more complicated than a battlefield spell and may require several stages to complete.

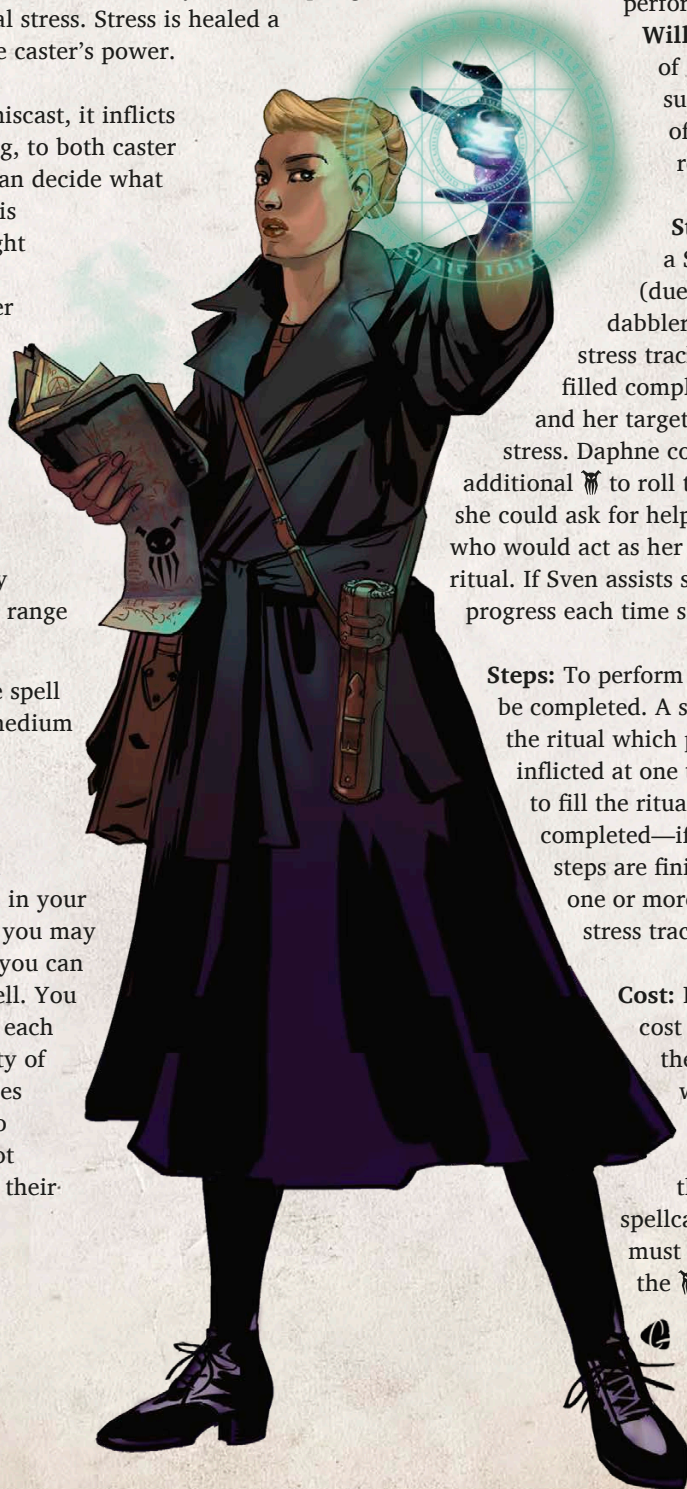
Requirements: Any ritual needs raw materials and most will require at least some basic tools or simple offerings. In Daphne's case her ritual tools will allow her to perform this Healing spell.

Skill Test: Daphne will need to say who she is targeting and what she is attempting to heal (physical or mental stress) and then make a test to perform the Healing ritual. She uses **Will + Medicine** for a target score of 11 on each test and requires 2 successes because of its Difficulty of 2. If she rolls 19-20 this will result in a complication.

Stress: Daphne's Healing spell has a Stress of 6 and she will roll 1 (due to her rather puny power as a dabbler) to inflict progress on this ritual's stress track. Once the **stress track** of 6 is filled completely, the spell will be complete and her target will be healed for 1's worth of stress. Daphne could also spend Momentum to buy additional to roll to help her complete the spell and she could ask for help from Sven, another spellcaster, who would act as her assistant in performing the ritual. If Sven assists she can add another 1 worth of progress each time she succeeds in her skill test.

Steps: To perform a ritual a number of **steps** need to be completed. A step is a significant component of the ritual which powers it. If five or more stress is inflicted at one time or enough stress is inflicted to fill the ritual's stress track, then a step is completed—if both occur at once, then two steps are finished. A step is also complete if one or more stress is inflicted once the ritual's stress track is already full.

Cost: Performing rituals comes at a cost and inflicts mental stress on the caster. With each test, Daphne will suffer 1 of mental stress. If a ritual is being assisted, the cost can be divided amongst the participants. The primary spellcaster—the one being assisted—must take at least half (rounded up) of the cost, but the rest can be divided freely amongst the assistants.



Sven Nilsen

DAUNTLESS RESISTANCE LEADER

Sven is a Norwegian Runeweaver, a young man in his mid twenties who keeps the old traditions of his country, just as his family has from when his ancestors went a Viking across the high seas in search adventure. Raised in the old ways by his mother, who was herself a powerful sorceress, he eventually succeeded her to lead a community of fellow believers in a small village in the north of Norway. When the Germans invaded in 1940, Sven sympathised with the resistance but believed his village was too remote to ever be directly involved in the conflict. Instead, as a skilled fisherman and hunter he served the struggle by gathering intelligence and information on German troop movements and relaying it to the nearest resistance cell.

Yet when the Black Sun came calling, scouring ancient local Viking burial grounds for treasures and artefacts, Sven found himself drawn directly into the conflict. Away on a hunting trip, he returned to discover a Black Sun detachment had desecrated several sites sacred to both Thor and Odin. Awakening the latent magical powers which he hoped he would never have to wield in anger, Sven hunted and tracked the Troopers responsible, slaying them to a man with his deadly bow. He then confronted and killed the Canon in charge, tearing her heart out and sacrificing it on an altar as a gift to Odin before stringing up the bodies of the remaining Troopers on a local yew tree to serve as a warning to others. From that day forth, Sven became an unrelenting and implacable opponent of the Black Sun and one of the fiercest magical adepts in Norway.

Truths

- ✘ Norwegian Resistance Leader
- ✘ Runeweaver
- ✘ Glimpsed What Mortals Should Not Know
- ✘ Access to Runeweaver contacts

Attributes

AGILITY	7	BRAWN	7
COORDINATION	9	INSIGHT	10
REASON	8	WILL	9

Weapons

NAME	FOCUS	RANGE	STRESS	SALVO	QUALITIES
Bow	Exotic	Medium	3🏹 Piercing	Vicious	Reliable, Subtle
Welrod Mk.IIA Pistol	Handguns	Close	3🏹	—	Subtle
Mills Bomb	Throwing	Close	6🏹 Area, Stun	—	Inaccurate, Throwing
1½lbs/3lbs Standard Charge	Demolition	Close	10🏹 Area, Stun	Vicious	Inaccurate



Skills & Focuses

Academia 5 (History, Occultism), Fighting 1, Observation 1, Persuasion 3, Resilience 4, Stealth 2, Survival 1

Languages: Norwegian. English

Power Rating: 2 [illegible]

Talents

- ✘ **A Price to Pay:** You understand that magic always comes at a cost, and pay that price willingly, even sacrificing more of yourself to augment your spells. Whenever you successfully cast a spell, you may gain 2 bonus Momentum, which may only be used to improve the spell's effect and cannot be saved. If you do so, the spell's Cost increases by +2 , and the Cost is physical stress instead of mental stress.
- ✘ **Bizarre Insight:** Your mind often shows you glimpses of things you couldn't otherwise know. No more than once per scene, you may generate 1 Threat to Obtain Information (ask the GM a question) without passing a skill test.
- ✘ **Mystical Power:** You have delved deep into immortal mysteries of the Mythos and the secrets of time and returned with greater aptitude for magical endeavours. You gain an additional character truth: Glimpsed What Mortals Should Not Know. When you cast a spell, you may increase your Power by +2 . If you do so, then each of your allies within Close range suffers 1 mental stress for each Effect you roll on the spell's Cost, as they're exposed to the unearthly secrets you have learned.

Equipment

- ✠ **Ritual Tools.**
- ✠ **Ammo:** 3 ammo.

SPELLS

Hammer of Thor

The weaver draws on the mystical rune of Thurisaz, long associated with the legendary god of thunder and calls forth the power of his hammer, Mjolnir, to strike the enemy with devastating thunderbolts and lightning. Winds rise, storm clouds gather and electrical energy surges from the spellseer to strike their target, causing enormous damage both to it and those close by.

Skill: Fighting

Difficulty: 2

Cost: 3 ⚡ Drain, Piercing 1

Duration: Instant

Effect: Attack spell. The spell targets a single enemy or object within Medium range and inflicts power +4 ⚡ damage upon its target, with the Area effect.

Momentum: For 1 Momentum, replace the Area effect with the Piercing 2 effect. For 2 Momentum, add the Vicious effect. For 2 Momentum, add the Stun effect.

Blessing of Eir

Eir, the Norse goddess and Valkyrie's name means "help" or "mercy", and her runic aspect is expressed through the rune laguz, a manifestation of healing and renewal. Using this powerful runic incantation, the runeweaver draws a portion of Eir's healing skills, restoring the wounded and even raising those who have fallen, so they may renew the fight.

Skill: Medicine

Difficulty: 3

Cost: 4 ⚡ Drain

Duration: Instant

Effect: Ward spell. The spell immediately removes stress equal to the caster's power from all allies within Close range. In addition, any defeated allies within Close range immediately recover.

Flawed: A flawed version of this spell removes stress from all creatures within Close range, not just allies.

Momentum: For 2 Momentum, all affected allies heal a single Injury (physical or mental). For 2 Momentum, the spell affects allies within Medium range instead.

Wisdom of Frigg

Frigg, the consort of Odin, is a goddess renowned for her wisdom and insight and calling forth the power contained in Kaunaz, the rune of fire and knowledge, the runeweaver is able to tap into Frigg's wisdom to find the most vulnerable aspects of an opponent and exploit its weaknesses. Mythos entities and creatures become much more vulnerable when the Wisdom of Frigg is cast, and are able to be affected by normal weapons and those effects in turn are magnified, doing significantly more damage.

Skill: Observation

Difficulty: 1

Cost: 3 ⚡ Drain

Duration: Instant

Effect: Oracular spell. The spellcaster must choose a single creature within Medium range. The spellcaster gains three bonus Momentum, which may only be used to Obtain Information about the creature, or to Create Truth where the created truth must reflect knowledge of the targeted creature's weakness.

Momentum: For 2 Momentum, if the creature has the Invulnerable special ability, it loses that ability for a number of rounds equal to the spellcaster's power. For 2 Momentum, any attacks made against the chosen creature by the spellcaster or their allies gain either the Intense or Vicious effect (spellcaster's choice, one effect is applied to all attacks).



Captain James Swann

BRITISH OFFICER

Swann is an experienced Special Forces veteran and has served on many fronts and in many theatres. Hailing from Trinidad, he originally served in the British West Indian regiment in World War I as a private, and has since served with distinction, gaining expertise in jungle and urban warfare in the far east. For an officer, he can seem unprepossessing, even diffident, however, under fire or when a crisis looms, his coolness and calm decision-making come to the fore.

Truths

- ✘ Caribbean Heritage
- ✘ A True Leader
- ✘ Veteran Commando Captain

Attributes

AGILITY	7	BRAWN	7
COORDINATION	9	INSIGHT	8
REASON	10	WILL	10

Skills & Focuses

Academia 1, Fighting 4 (Handguns), **Persuasion 2, Resilience 1, Stealth 1, Survival 3** (Jungle, Urban), **Tactics 4** (Army, Leadership), **Vehicles 1**

Languages: English, French

STRESS	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>		
INJURIES	<div><div></div><div></div><div></div></div>	FORTUNE	<div><div></div><div></div><div></div><div></div></div>
ARMOUR	1	COURAGE	0

Talents

- ✘ **Born Leader:** You may spend a Fortune point in order for a single ally to immediately gain a Fortune point.
- ✘ **Direct:** In an action scene, as a major action you can select a single ally you can communicate with, that character may immediately attempt a major action. If this action includes a skill test, you assist them, using your Tactics skill.
- ✘ **Cool Under Pressure (Survival):** When you attempt a skill test using Survival, you may spend a Fortune point to automatically succeed at that skill test, but generate no Momentum.

Equipment

- ✘ **Ammo Belt:** You always carry 3 additional Ammo charges.
- ✘ **Old Faithful:** You have an Old Service Revolver from your time in the great war.
- ✘ **Helmet:** You gain + 1 armour (included in profile).
- ✘ **Ammo:** 6 ammo.



Weapons

NAME	FOCUS	RANGE	STRESS	SALVO	QUALITIES
Unarmed Strike	Hand-to-Hand	Reach	2 ⚔	—	Subtle
Fighting Knife	Melee	Reach	2 ⚔ Piercing	—	Hidden, Subtle
Enfield Service Revolver	Handguns	Close	4 ⚔	Vicious	Reliable
Sten Mk IIS Suppressed Submachine Gun	Close Quarters	Close	3 ⚔	Area, Stun	Inaccurate, Subtle

Private Dan Gregg

GENIUS MECHANIC

Daniel Gregg is 25 years old and a tall, rather rangy individual with black hair, a small Spiv's moustache and soulful brown eyes. He has a perpetual hangdog expression and an unlit Woodbine cigarette hanging from his lips. Before the war, he worked in a small engineering firm, and while he doesn't consider himself much of a soldier, he is fascinated by mechanical, electrical and engineering problems and can be relied on to work his magic on most machines. Gregg also has something of a shady aspect to his character and has past associations with gangsters and the US underworld. He is adept at sneaking around, poking into things he shouldn't, and making or obtaining that thing that you need, just at the exact moment you need it.

Truths

- ✗ American
- ✗ Technical Prodigy
- ✗ Mafia Connections

Attributes

AGILITY	8	BRAWN	7
COORDINATION	10	INSIGHT	9
REASON	10	WILL	7

Skills & Focuses

Academia 2, Engineering 4 (Electronics, Explosives, Mechanical Engineering), **Fighting 1, Medicine 2, Observation 3** (Instincts), **Stealth 2, Vehicles 3**

Languages: English, Italian

STRESS	□ □ □ □ □ □ □ □	FORTUNE	□ □ □
INJURIES	□ □ □	COURAGE	0
ARMOUR	1		

Talents

- ✗ **Prototype:** When you construct a prototype, come up with a truth to the device. Anyone using the device can apply that truth to their skill tests. After the device is used, roll 1 ⚡, plus one additional ⚡ for each use

before this one, if an Effect is rolled the device stops working and cannot be repaired.

- ✗ **Jury Rig:** When you attempt a skill test to repair a machine, you may generate 2 Threat to reduce the difficulty of that test by 1, to a minimum of 0, but the repairs are only temporary. The repairs last for at least the rest of the current scene, but fail after that when the gamemaster spends 2 Threat.
- ✗ **All the Best Hiding Spots:** You're difficult to sneak up on, because you've already figured out all best places to hide. Enemies attempting a Stealth test within sight of you increase the difficulty of their tests by +1.

Equipment

- ✗ **Mechanic's Tools:** Gives you 3 spare part resources. Each spare part provides 1 bonus Momentum to buy extra d20s.
- ✗ **Electrician's Tools:** Gives you 3 parts and battery resources. Each resource provides 1 bonus Momentum to buy extra d20s.
- ✗ **Lockpick Knife:** You can use this tool to pick locks. It also counts as a thumb knife in combat. This was acquired illegally.
- ✗ **Ammo:** 3 ammo.
- ✗ **Heavy Leather Jacket:** Gain +1 Armour (included above).



Weapons

NAME	FOCUS	RANGE	STRESS	SALVO	QUALITIES
Unarmed Strike	Hand-to-Hand	Reach	2 ⚡	—	Subtle
Thumb Knife	Melee	Reach	1 ⚡ Piercing	—	Hidden, Subtle, Throwing
M1911A1 Pistol	Handguns	Close	5 ⚡	Vicious	Hidden, Accurate
Thompson Submachine Gun	Close Quarters	Close	5 ⚡	Area, Stun	Inaccurate
1½lb Demolition Charge	Demolition	Close	10 ⚡	Area, Stun	Vicious

Corporal Sarah Walker

FEARLESS SOLDIER

Sarah Walker is strong, agile and well-coordinated, perfect Commando material, and with deadly close-quarters combat skills she's always first into the fight, leading her comrades by example. While confident and forceful in action, away from the frontline, she's more down to earth, quiet even reticent—a product of her remote upbringing—although she's sociable enough after a few beers to sing a few hearty Aussie songs. She's also devoted to her dog, Crook, and has a real affection for animals of all kinds.

Growing up on one of the vast Australian sheep farms, she loved excursions into the outback and made many contacts amongst the First Australians, and as well as honing her survival skills, developing a fascination with their myth cycles, especially the origin story of the Dreaming.

The army eventually offered her a way to broaden her horizons and see more of the world, where she trained as a commando specialising in raiding and infiltration operations. She took part in the daring raids on Måløy and St Nazaire, early in the war, and later would play a full role in Operation Gunnerside in 1943, which destroyed a heavy water plant and was reckoned the most successful commando operation of the entire conflict.

Truths

- ✖ Australian
- ✖ Deadly Commando
- ✖ Raised in the Colonies

Attributes

AGILITY	10	BRAWN	11
COORDINATION	9	INSIGHT	7
REASON	6	WILL	8

Skills & Focuses

Athletics 3, Fighting 4 (Close Quarters, Hand-to-Hand),
Observation 1, Resilience 2, Stealth 1, Survival 3
(Fortitude), **Tactics 3** (Battlefield Tactics)

Languages: English

STRESS	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
INJURIES	<div><div></div><div></div><div></div></div>
ARMOUR	1
COURAGE	0

Talents

- ❌ **Army of One:** When you attempt an attack, you may spend 2 Momentum to add Drain, Piercing, or Stun. Only one weapon effect may be added to an attack in this way.
- ❌ **Sharpshooter:** When you take the Aim minor action before making a ranged attack, the first bonus d20 you buy costs 0 Momentum. The attack gains the Piercing effect or improves the weapon's Piercing effect by 1.
- ❌ **Companion:** You have a pet dog that serves as a friend and ally in dangerous times. The dog has a character profile and is treated as an allied NPC under your command.

Equipment

- ❖ **Ammo Belt:** +3 ammo, for a total of 6 ammo.
- ❖ **Helmet:** Gain +1 Armour (included above).

Crook's one of the finest soldiers
you'll ever serve alongside and he loves
to bite chunks out of Nazis!

- Corporal Sarah Walker

Weapons

NAME	FOCUS	RANGE	STRESS	SALVO	QUALITIES
Thompson Machine Gun	Close Quarters	Close	4🦋	Area	Stun, Inaccurate
Enfield Service Revolver	Hundguns	Close	4🦋	Vicious	Reliable
Trench Knife	Melee Weapons	Reach	3🦋	Vicious	Hidden
Boomerang	Melee Weapons	Reach or Medium	2🦋	Stun	Throwing

Crook

Truths

- ☒ Trained Dog
- ☒ Loyal Companion

Attributes

AGILITY	11	BRAWN	9
COORDINATION	5	INSIGHT	10
REASON	5	WILL	9

Skills & Focuses

Athletics 2, Fighting 2, Observation 3 (Smell and Taste),
Resilience 1, Survival 2 (Tracking)

STRESS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FORTUNE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
INJURIES	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	COURAGE	1
ARMOUR	0		

Attacks

- ☒ **Bite:** Agility + Fighting (Hand-to-Hand, 3)

Special Rules

- ☒ **Courageous:** Crook gains 1 courage.
- ☒ **Keen Senses (Scent):** Reduce the difficulty of skill tests to detect smells by 2.
- ☒ **Good Boy:** While the dog's owner remains in the scene, the dog gains +2 courage. If that character is defeated, the dog will move as fast as possible to the character's side, and will defend them from any enemy who gets too close.



Tests: Quick Reference

ATTEMPTING A TEST (see pp.10)

A test involves a single **attribute** + **skill**, a focus if one is applicable, and is made by rolling two or more d20s.

1. The GM chooses the appropriate **attribute** + **skill** as the target number.
2. The GM then sets a difficulty between 0 and 5.
3. The player rolls their dice pool (2d20 + up to three additional d20s bought by spending Momentum, adding to Threat, or using Fortune (see pp.12-13)
4. Each die that rolls equal to or less than the target number scores a single success.
 - a. With an applicable focus, each die rolling equal to or less than the **skill** used scores **two successes**.
 - b. Each result of a **natural 1** scores **two successes**.
 - c. Each result of 20 causes a **complication** (see p.11).
5. If the number of successes scored equals or exceeds the test's difficulty, the test is passed. Any successes in excess of the difficulty generate Momentum.
6. The GM describes the outcome. The player may spend Momentum to improve a successful test further. Effects of any complications are then applied.

Improving The Odds (see pp.11-12)

- ❖ **Assistance:** One or more characters roll a single 1d20, using a target number of their own **attribute** + **skill**. Any successes are added to the main character's test successes, provided the main character scores at least 1.
- ❖ **Momentum:** Buy up to 3 additional dice.
- ❖ **Threat:** Add to Threat to buy up to 3 additional dice.
- ❖ **Fortune:** Declare one of your d20s as a 1 instead of rolling it, equal to two successes automatically.
- ❖ **Talents:** Some talents can grant bonus d20s in specific circumstances depending on context.

Opposed Tests (see p.10)

- ❖ **Active Character Succeeds, Reactive Character Fails:** The active character's test is successful.
- ❖ **Active Character Fails, Reactive Character Succeeds:** Only the reactive character's test is resolved.
- ❖ **Both Characters Fail:** The active character fails, but the reactive character gains no additional benefit.
- ❖ **Both Characters Succeed:** Compare the total Momentum generated on each character's skill test. The higher Momentum wins, but achieves their goal with one less Momentum for each Momentum their opponent scored. The loser loses and cannot spend any Momentum. In the case of a tie, the active character wins, but loses all the Momentum generated.

COMMON USES FOR MOMENTUM

- ❖ **Buy bonus d20s** on your next skill test. The first costs 1 Momentum, the second 2, and the third 3.
- ❖ **Create Truth** for a character or the target of an action at a cost of 2 points of Momentum.
- ❖ **Obtain Information** (see page 12).
- ❖ **Reduce Time** taken to complete your test.

Challenge Dice Result Table

D6 RESULT	CHALLENGE DICE RESULT
1	1
2	2
3	0
4	0
5	1, plus Effect
6	1, plus Effect

COMBAT ACTIONS (see pp.14-15)

Minor: Aim; Draw Item; Movement; Prepare.

Major: Assist; Attack; Cast a Spell; Catch Breath; Command; Create Truth; Pass; Ready; Rush; Stabilise; Skill test.

MAKING ATTACKS (see pp.16-17)

1. **Declare the Attack:** Choose your **target** and **weapon**.
2. **Make a Skill Test.**
 - a. Melee: Opposed **Agility** + **Fighting** tests by attacker and target, each with a difficulty of 1.
 - b. Ranged: **Coordination** + **Fighting**, difficulty of 1.
 - c. Mental: **Will** + **Academia**, opposed by the target's **Will** + **Resilience**, each with a difficulty of 1.
3. **If the skill test succeeds, the attack inflicts stress:**
 - a. Roll Challenge Dice (🎲).
 - b. Roll Cover and any Resistance.
 - c. **Inflict Stress:** Add any resultant stress to the target's **stress track** and check for injuries.
 - d. If the target won an opposed melee test, they may inflict stress on you or move within close range.

INJURY CONDITIONS (see p.16)

The character suffers an injury if:

- ❖ The character suffers 5 or more stress from a single attack or hazard after reduction for resistance.
- ❖ The character's stress track is filled.
- ❖ The character already had a full stress track and takes further stress.
- ❖ If two or more of these conditions occur at the same time, characters may suffer multiple injuries.

CONFLICT MOMENTUM SPENDS

- ❖ **Bonus Challenge Dice:** Each Momentum spent adds +1 🎲 to the pool, before the rest are rolled. (Cost: 1)
- ❖ **Confidence:** The character gains +1 morale (max. 4) until the start of their next turn (Cost: 1).
- ❖ **Disarm:** If within reach, one weapon held by the target is knocked away and falls to the ground. (Cost: 2 Momentum if the target's weapon is held in one hand, or 3 Momentum if held in two hands.)
- ❖ **Knockdown:** The target is knocked prone (Cost: 2).
- ❖ **Minor Action:** The character may attempt one additional minor action during their turn (Cost: 1).
- ❖ **Secondary Target:** An additional target within reach of the primary target is also affected by the attack, suffering the full effects of the attack (Cost: 2).

**Half the city can see the lights from the party,
and they dream of the delights inside.
Will you tear it all to pieces?**



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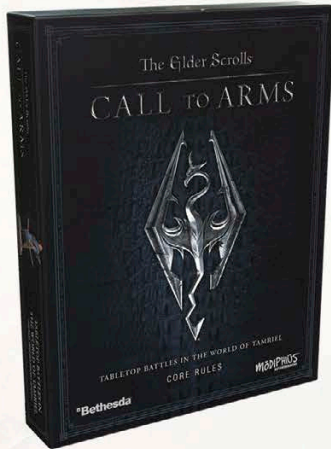


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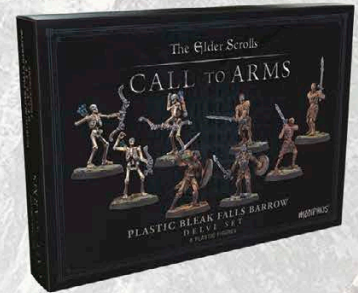


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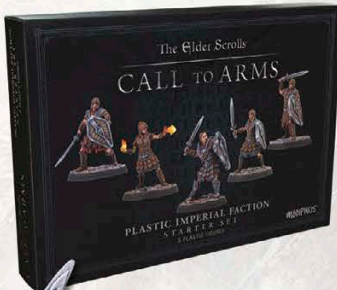
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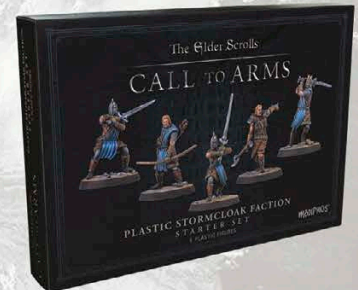
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